

BREE

and the Barrow-Downs™

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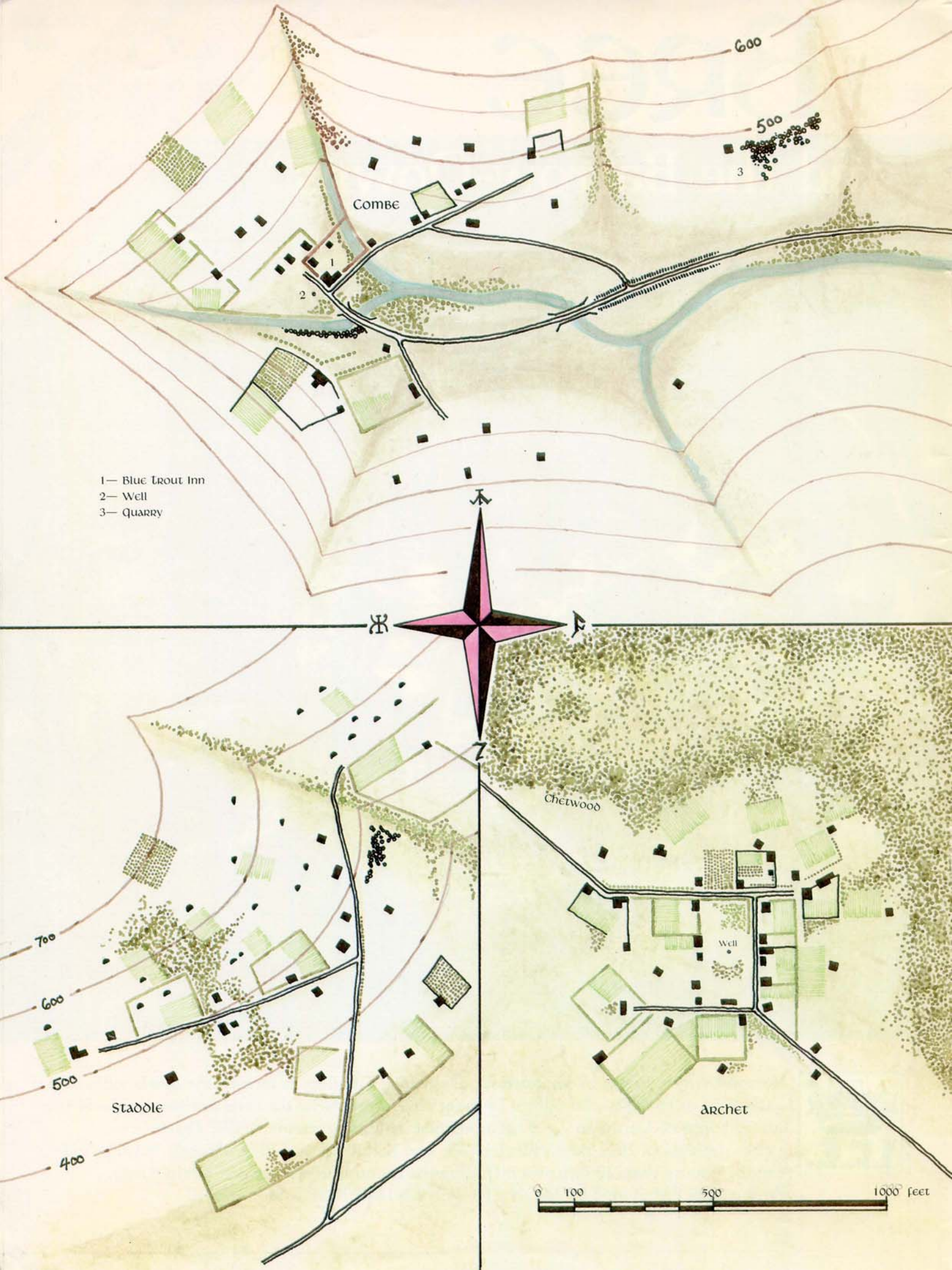
A Middle Earth
Adventure module,
complete and ready-to-run



Based on J.R.R. TOLKIEN'S
MIDDLE EARTH™ as
detailed in THE HOBBIT™
and THE LORD OF THE
RINGS™



Here at the crossroads of the northern Dunedain Kingdom is located the oldest surviving settlement of Hobbits, the village of Bree. Not far away lie the eerie barrow-tombs of the cursed Kings of Cardolan. . . . This adventure module contains • NPC charts • color layouts of Bree-land, Silent-Head, and the villages of Bree, Archet, Staddle and Combe • more than 20 barrows including the mounds of the ancient Edain Kings. Produced & distributed by IRON CROWN ENTERPRISES. Stock #8010





Great East Road

Old North Road — (Greenway)

BREE

BREE-hill

- 1— King's Rest Inn
- 2— West Gate
- 3— East Gate
- 4— Cistern
- 5— Market place
- 6— School
- 7— mill
- 8— pond
- 9— dike
- 10— hedge
- 11— fourleaf lane
- 12— Cobble Row
- 13— Broadwood Way

0 250 500 feet



bree and the barrow-downs™

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Shaleen pointed eastward toward the row of strange hills surmounted by mounds. Their grassyflanks looked like silver in the bright moonlight. She quietly rubbed her hand across the heel marks in the dry, spongy dirt and whispered: "The Shadow has carried Darien back to its tomb—we must move fast." Tash looked over to Namu. The mage grabbed his glowing staff and, rising, spoke with a determined bitterness in his voice: "No sprained ankle will keep me from rescuing my brother from the servants of the Dark Lord."

1.0 GUIDELINES FOR USING MIDDLE-EARTH ROLE PLAYING MODULES

Fantasy role playing is akin to a living novel where the players are the main characters. Everyone combines to write a story which is never short of adventure. They help create a new land and strange new tales.

This series is designed as a tool for gamemasters who wish to run scenarios or campaigns set in J.R.R. Tolkien's Middle-earth. The adventure modules are complete and ready-to-run studies of very specific areas, and are intended to be used with a minimum of additional work. Each has statistical information based on the *Middle-earth Role Playing (MERP)* and *Rolemaster (RM)* fantasy systems. The modules are, however, adaptable for use with most major role playing games. Creative guidelines, not absolutes, are emphasized.

Professor Tolkien's Legacy

Each module is based on extensive research and attempts to meet the high standards associated with the Tolkien legacy. Rational linguistic, cultural, and geological data are employed. Interpretive material has been included with great care, and fits into defined patterns and schemes. ICE does not intend it to be the sole or proper view; instead, we hope to give the reader the thrust of the creative processes and the character of the given area.

Remember that the ultimate source of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth. These modules are derived from *The Hobbit* and *The Lord of the Rings*, although they have been developed so that no conflict exists with any of the other sources.

1.1 DEFINITIONS AND TERMS

The following abbreviations and terms are used throughout the series.

1.11 ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

Game Systems

<i>MERP</i> _____	<i>Middle-earth Role Playing</i>
<i>RM</i> _____	<i>Rolemaster</i>

Character Stats

Ag _____	Agility (<i>RM</i> and <i>MERP</i>)
Co _____	Constitution (<i>RM</i> and <i>MERP</i>)
Em _____	Empathy (<i>RM</i>)
Ig _____	Intelligence (<i>MERP</i>)
It (In) _____	Intuition (<i>RM</i> and <i>MERP</i>)
Me _____	Memory (<i>RM</i>)
Pr _____	Presence (<i>RM</i> and <i>MERP</i>)
Qu _____	Quickness (<i>RM</i>)
Re _____	Reasoning (<i>RM</i>)
SD _____	Self Discipline (<i>RM</i>)
St _____	Strength (<i>RM</i> and <i>MERP</i>)

Game Terms

AT _____	Armor Type
bp _____	bronze piece(s)
cp _____	copper piece(s)
Crit _____	Critical strike
D _____	Die or Dice
DB _____	Defensive Bonus
FRP _____	Fantasy Role Playing
GM _____	Gamemaster
gp _____	gold piece(s)
ip _____	iron piece(s)
jp _____	jade piece(s)
Lvl _____	Level (experience or spell level)
MA _____	Martial Arts
Mod _____	Modifier or Modification
mp _____	mithril piece(s)
NPC _____	Non-player Character
OB _____	Offensive Bonus
PC _____	Player Character
PP _____	Power Points
R or Rad _____	Radius
Rnd or Rd _____	Round (10 second period)
RR _____	Resistance Roll
Stat _____	Statistic or Characteristic
tp _____	tin piece(s)

Middle-earth Terms

A _____	Adunaic
BS _____	Black Speech
Cir _____	Cirth or Certar
Du _____	Dunlending
E _____	Edain
El _____	Eldarin
Es _____	Easterling
1.A. _____	First Age
F.A. _____	Fourth Age
H _____	Hobbitish (Westron variant)
Har _____	Haradrim
<i>Hob</i> _____	<i>The Hobbit</i>
Kd _____	Kuduk (ancient Hobbitish)
Kh _____	Khuzdul (Dwarvish)
<i>LotR</i> _____	<i>The Lord of the Rings</i>
Or _____	Orkish
Q _____	Quenya
R _____	Rohirric
Rh _____	Rhovanion
S _____	Sindarin
S.A. _____	Second Age
Si _____	Silvan Elvish
T.A. _____	Third Age
Teng _____	Tengwar
V _____	Variag
W _____	Westron (Common Speech)
Wo _____	Wose (Druidain)

1.12 DEFINITIONS

The majority of unique terms and translations from *The Hobbit* and *The Lord of the Rings* are not described below; instead, they are to found in the text proper.

Arthedain: Last Kingdom of the *Dunedain* of the North. As of T.A. 1700, it is the only surviving unit left of the lost Kingdom of *Armor*.

Bree-landers: The men and Hobbits who occupy the region of *Eriador* north of the Great East Road, south of the North Downs, west of the Midgewater Marshes, and east of a point lying between the Greenway and the *Baranduin*. Nearly all the inhabitants live in or around *Bree* and the *Chetwood*. The men of Bree are a mixed lot, with varying degrees of Dunlending and Northman blood. Some even have traces of Dunedain heritage.

Dunedain: These high men were those Edain ("fathers of men") who settled on the island continent of Numenor, far to the west of Middle-earth. The Dunedain conquered and/or colonized many areas along the western, southern, and eastern coasts of Endor during the Second Age, and were great lords among men. Unfortunately their great desire for power (at least among some) led to the destruction of their home island in the middle of the Second Age. This "Downfall" occurred as a result of their invasion of the Undying Lands and challenge to the Valar. Those called the "Faithful" opposed the policies and hatred of elves which led to the Downfall, and were saved when the isle sank. They later founded the kingdoms of Arnor and Gondor (in the North and South of northwestern Middle-earth). Many "unfaithful" groups survived in the various colonies of the Dunedain established in happier times (e.g. the "Black

Numenoreans" of Umbar). The term Dunedain refers to the Numenoreans and their descendants in Middle-earth, groups which possessed considerable physical and mental strength, longevity, and a rich culture based in great part on Elven ways. They are but one group of the Edain, a collective grouping of men with relatively advanced culture and traces of Elvish blood who had aided in the wars against Morgoth in the First Age. Trans: S. "Edain of the West." Sing. Dunadan.

Eriador: All the territory between the Blue Mountains (S. "*Ered Luin*") and the Misty Mountains (S. "*Hilhaegir*") and north of the River *Isen*.

First Age (1.A.): The first recorded Age of Middle-earth. Its beginnings date back to a period relatively soon after the dawn of time as we know it and its ending point was marked by the overthrow of Morgoth (the "Black Enemy"), Sauron's overlord and mentor. The tales of the First Age are, for the most part, found in J.R.R. Tolkien's *Unfinished Tales* and *The Silmarillion*. These works are not used or described within this module, since we are focusing on the Third and Fourth Ages. ICE uses 1.A. to denote the First Age and F.A. to indicate Fourth Age dates.

Hobbits: Smallest of the speaking people, Hobbits average between 2 and 4 feet in height, and tend to be fat. Hobbits have large, hairy feet, are almost immune to the cold and usually go about barefoot. They are an inoffensive people, preferring the quiet of their own villages. Lovers of good food and drink, they spend much of their time eating at inns and friend's houses. They are able to move very quietly and have a high level of manual dexterity. Hobbits also are possessed of an amazing constitution, and can resist even the most powerful magical and physical damage for extended periods. There are three principal varieties, or tribes, of Hobbits: the *Harfoots*, *Stoors*, and *Fallohides*. The tall, slim, fair Fallohides are the least numerous, most adventurous, and closest to Elves and men. The smaller, browner Harfoots are the most common and are closest to Dwarves; both races enjoy rugged highlands and hills. The Stoors fall somewhere in between in size and numbers. It is this tribe that returned to Wilderland during the 15th century T.A. and settled by the Gladden Fields, on the Anduin's west bank.

Northmen: Also called Northrons. A grouping of tall, strong, fair, and hairy men. They are of the "Middle Men," a group culturally and physically closer to Elves than those labeled "common," but nonetheless distinct from the "High Men" or *Edain* (see *Dunedain*). By T.A. 1700 the Northmen of *Eriador* have all but disappeared. Many of the *Eriadorans* such as the Bree-landers and lesser folk in *Arthedain* have Northman blood, however. The Wood-men, Plains-men, Horse Lords, and *Beijabar* (*Beornings*) & *Rhovanion* are Northmen who, for the most part, migrated out of *Eriador*.

Second Age (S.A.): The second recorded Age of Middle-earth. It began after the fall of Morgoth, with the founding of the Grey Havens and Lindon. The age ended in S.A. 3441, when Elendil and Gil-gilad overthrew Sauron, Isildur took the One Ring, and the Dark Lord and Nazgul passed into the shadows. S.A. is used denoting dates.

Third Age (T.A.): The third recorded Age of Middle-earth. It began following the defeat of Sauron as a result of the Last Alliance of Men and Elves and ended in T.A. 3021, when the Keepers of the Ring passed over the sea (from the Grey Havens). T.A. is the abbreviation.

1.13 CONVERTING STATISTICS FOR ANY MAJOR FRP SYSTEM

All the statistics and numerical information used in this module are expressed on a closed or open-ended scale with a 1-100 base. They are designed for use with percentile dice (D100). Use the chart below to derive appropriate bonuses or to convert the 1-100 numbers to figures suitable for non-percentile systems.





































1-100 Stat.	Bonus on D100	Bonus on D20	3-18 Stat.	2-12 Stat.
102+	+35	+7	20+	17+
101	+30	+6	19	15-16
100	+25	+5	18	13-14
98-99	+20	+4	17	12
95-97	+15	+3	16	
90-94	+10	+2	15	11
85-89	+5	+1	14	10
75-84	+5	+1	13	9
60-74	0	0	12	8
40-59	0	0	10-11	7
25-39	0	0	9	6
15-24	-5	-1	8	5
10-14	-5	-1	7	4
5-9	-10	-2	6	3
3-4	-15	-3	5	
2	-20	-4	4	2
1	-25	-4	4	2

1.14 CONVERTING HITS AND BONUSES

- When converting percentile values to a 1-20 system a simple rule is: for every +5 on a D100 scale you get a +1 on a D20.
- The concussion hit numbers found in this module represent general pain and system shock. They cover bruises and small cuts rather than wounds. Critical strike damage is used to describe serious wounds and fatal blows. The hit figures shown here are less important than those used in game systems where death occurs as a result of exceeding one's available hits. Should you use a game system that employs no specific critical strike results, such as TSR Inc.'s *Dungeons and Dragons*®, simply double the number of hits your characters take or halve the hit values found in this module.

1.2 BASIC COLOR AREA MAP KEY

BASIC COLOR AREA MAP KEY

- (1) 1 inch = 20 miles
- (2) Mountains = 
- (3) Hills = 
- (4) Mixed forests = 
- (5) Pine forests = 
- (6) Hedgerows, brush, and thickets = 
- (7) Primary Rivers = 
- (8) Secondary Rivers = 
- (9) Streams = 
- (10) Intermittent watercourses = 
- (11) Glaciers and iceflows = 
- (12) Mountain snowfields and snowy regions have no coloring.
- (13) Primary roads = 
- (14) Secondary roads = 
- (15) Trails/tracks = 
- (16) Bridges = 
- (17) Fords = 
- (18) Cities = 
- (19) Towns = 
- (20) Manor houses = 
- (21) Citadels and huge castle complexes = 
- (22) Small castles/holds/towers/keeps etc. = 
- (23) Monasteries = 
- (24) Observatories = 
- (25) Barrows, cairnfields, and burial caves = 
- (26) Caverns and cave entries = 
- (27) Buttes and plateaus = 
- (28) Lakes = 
- (29) Dunes = 
- (30) Extremely rough terrain = 
- (31) Desert = 
- (32) Shoals = 
- (33) Reefs = 
- (34) Ruins = 
- (35) Swamps and marshlands = 
- (36) Jungle = 
- (37) Dry or periodic lakes = 
- (38) Steep ridge faces and downs = 

Note that the symbols described above are applicable to all the view maps contained within this module, whether color or black and white. The scale of miles, however, may not be applicable. The top of a map is the northern edge, unless otherwise specified.

2.0 BREE AND THE BARROW DOWNS: INTRODUCTION AND HISTORY

Bree-land is a small, settled area in central *Eriador* that lies just to the east of the *Tyrn Gorthad*, the ancient Barrow-downs. The region has been almost continuously inhabited since the First Age. In T.A. 1700 Bree is not much different than it would be at the time of the War of the Ring some 1300 years later — a prosperous, quiet but sometimes threatened farming community standing near the intersection of the Great East Road and the Greenway, the two major thoroughfares of the Kingdom of *Arnor*.

Bree-land is quite small and contains four villages within its boundaries: *Bree*, on the western slope of Bree Hill; *Staddle*, on the other side of the hill; *Combe*, a few miles to the east, and *Archel*, which lies a few miles northeast of Bree. The *Chetwood*, a good-sized but tame forest is also considered part of Bree-land and lies just north of Archel. The whole region is a generally pleasant, peaceful, and law-abiding spot where Men and Hobbits dwell together in peace, facing danger but rarely — unless one ventures to the Barrow-downs in search of gold and jewels and magic items, or is unfortunate enough to run into the bandits that plague the highways outside of Bree-land proper.

But the people of Bree-land generally ignore the haunted and foreboding Barrow-downs to the west. These grassy hills hold the graves of the Kings, Queens, Princes and aristocrats of *Arnor*. In the years after the Plague the mounds became haunted by evil spirits from *Angmar* and *Rhudaur* called *Wights*. The downs are rich in treasure and adventure, but it would be prudent for the adventurous to seek the council of the wise before trying their luck in the ancient and eerie tombs.

2.1 BREE AND THE BARROW-DOWNS

The *Tyrn Gorthad* are among the oldest surviving mannish structures upon western Middle-earth. Early in the First Age, the ancestors of the *Edain* crossed the Misty Mountains and settled for a time in the region of Bree-land, then an inviting and unpeopled region. The *Edain* established themselves on the northern Barrow-

downs, building earthen forts in defense against their enemies. The soil upon the downs was poor, but the land surrounding Bree Hill was rich and fertile, and their community prospered. There these adventurous men buried their kings and queens in entombed barrows, or mounds, at the tops of hills near the ancient fort; often they erected large rings of stone upon the green hillocks as funereal monuments.

2.2 THE SETTLING AND REFOUNDING OF BREE-LAND

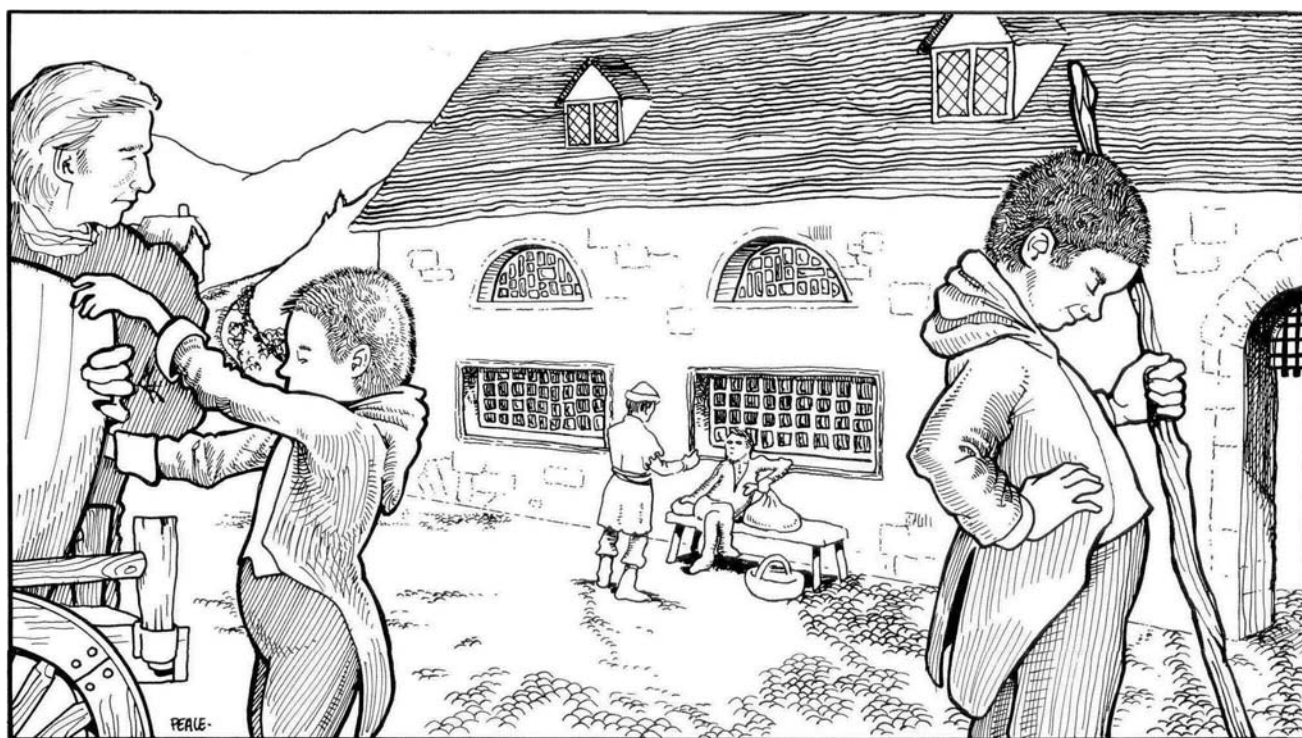
This first ancient settlement endured for some two hundred years, until the *Edain*, driven perhaps by threat or some unknown call, left their primitive homes and crossed the *Ered Luin* (S. "Blue Mountains") to join the war against Morgoth, the fallen Vala. Only the barrows and the forts remained as reminders of the presence of these first men. Soon other men came and settled in the region, many of them nearly oblivious to the great war raging west of the mountains.

The war against Morgoth ended with terrible earthquakes, cataclysms and turmoils. Orcs and other foul creatures let loose by Morgoth overwhelmed the mannish settlers and destroyed many of their villages. Bree-land remained uninhabited for a time, as men resettled and regrouped, founding new kingdoms and fighting new wars for many dark years.

In the southern eaves of the Misty Mountains, the wild and uncouth *Dunlending* tribes were divided, inspired by the malice of Sauron. Some began farming, abandoning their old lifestyle as hunter-gatherers. The Dark-lord stirred up their more warlike kindred, and finally local farmers were forced to flee west into *Eriador*. Their flight ended near the *Tyrn Gorthad*, where they settled upon a large hill, calling it *Bree*, the word for hill in their ancient *Dunlending* tongue.

Their new home site proved fortuitous. When the *Numenoreans* began returning to the shores of western Middle-earth around S.A. 600, the men of Bree were among the first they encountered. The haughty, elegant and well-schooled *Numenoreans* acted as helpers and teachers of the *Breefolk*, transforming relatively primitive folk into peaceful and quite sophisticated farmers in a few generations.

As the influence of the *Numenoreans* spread throughout the Second Age, Bree-land became one of many settlements in *Eriador*,



all coexisting in relative peace under the auspices of the men of Numenor. An era of peace lasted for more than one thousand years, until Sauron once again declared his power and made war upon the Elves and Men of Middle-earth. In S.A. 1700, Eriador was overrun by the forces of Sauron; Bree was razed after its inhabitants fled west. Later a Numenorean force repelled Sauron's minions, and the men of Bree returned.

When Numenor fell and the Faithful came to Middle-earth, the Bree-landers welcomed their lordship and became part of Arnor. Bree's location made it an important stopping place for merchants and travellers; Arnor's troops patrolled its borders as well. But the town remained small and rural in flavor, mostly because of its rather isolated location far from the larger, central towns of Arnor and Gondor. The kings of Arnor once more began using the Barrow-downs as a royal burial ground, and this development may have also kept settlers away from Bree.

When Arnor split into three lesser realms in T.A. 861, Bree was considered too insignificant to be of note, although it stood on the border of Cardolan and Arthedain and was astride the main route into Rhudaur. The men of Cardolan fortified the Great East Road all along the northern section of the Barrow-downs and built several forts. Directly to the east, Rhudaur (under the control of Angmar's Witch-king) battled over the possession of Amon Sul. Bree managed to escape centuries of petty warfare relatively unscathed, perhaps through the virtue of simply being too unstrategic to be fought over.

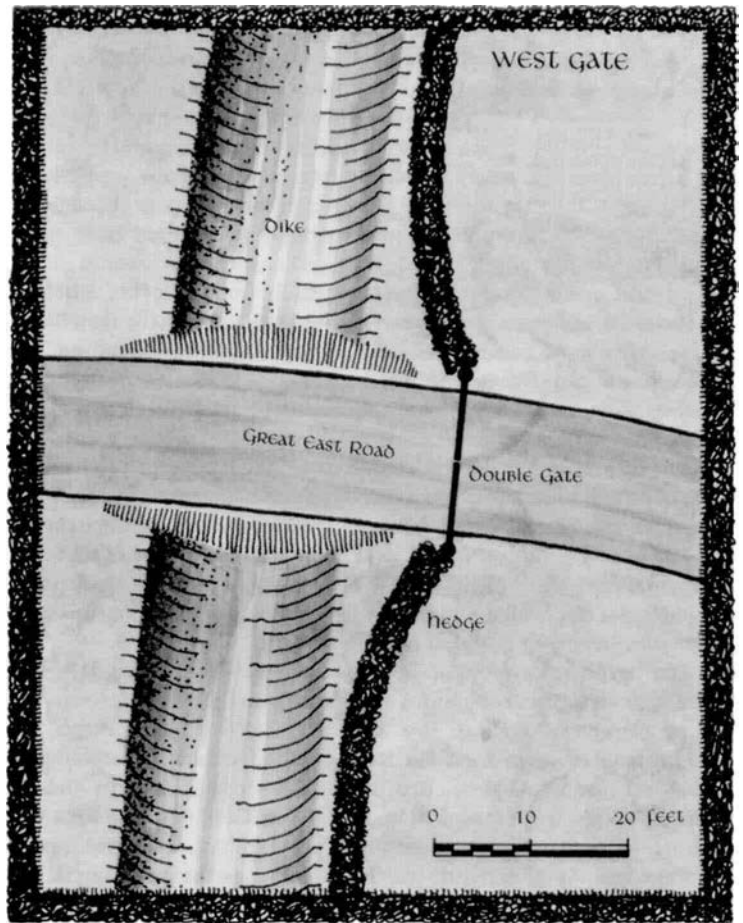
The devastation wreaked by the forces of Angmar was another matter. The first assault upon Arthedain, of which Bree was a part, came in T.A. 1300, and a century of constant warfare followed. The people of Bree soon learned to live with the constant terror of orc raids, and many small battles destroyed their crops and laid waste to their homes. Refugees came from the north and east, swelling the population of the town.

Hobbits were among these refugees. Footsore and ragged, they came seeking food and shelter. Practical and independent, Hobbits soon overcame any doubts that the Bree-landers may have had about their worth. The Halflings gladly accepted a friendly offer of temporary shelter in the homes of many mannish families and immediately set about building rough, makeshift burrow-houses or *smials* and lending a hand wherever it was necessary. Bree-folk found their proclivity toward living in elaborate holes a bit odd, but other than that, the new folk fit right in. People soon got used to bending down when chatting with their new, furry-footed neighbors.

2.3 WARFARE, STRIFE AND PLAGUE

A century of warfare drew men and Hobbits close together; after a while, neither could get along without the other. For Hobbits suffered and fought along with their human counterparts, and after the first few decades of their residence, they seemed as much a part of Bree-land as the Mannish settlers. In 1409, Bree was razed to the ground by the armies of the Witch-king, forces which were moving to attack the warriors of Cardolan holding out on the Barrow-downs. The people of Bree, Archet, Combe and Staddle were forced to flee before the coming of the armies and found temporary refuge in what is now the Shire. Only a few foolhardy folk remained to defend the village. Gandalf the Grey led the main part of the Bree-landers around the Old Forest, which proved a sufficient barrier against the armies of the Witch-king. A rapid assault by the Elves of the Grey Havens drove the Witch-king's armies from the Barrow-downs, and the villagers joyously returned to Bree.

Graciously, the King of Arthedain sent men to aid in the rebuilding of Bree-land. The region's four villages were completely rebuilt with stones from the ruined forts upon the Barrow-downs. The town of Bree was refortified with a low wall and a hedge, making it hardly a fortress, but something more than just a stopover off the main roads. The ever-practical farmers took advantage of the



opportunity to enlarge their farmhouses, and many younger sons established farmsteads of their own on land that the armies of Angmar had cleared. Farmers left the safety provided by the walls and moved out into the countryside, taking advantage of the new security offered by Arthedain's king and army.

Bree-land quickly recovered from the invasion of 1409; very few people had lost their lives, and with aid from the king and the Elves, Bree-landers survived the ensuing winter easily. Soon the war became a matter of infrequent skirmishes, and the two centuries that followed were relatively uneventful. The most significant occurrence came in 1600-1, when many of the Hobbits in overcrowded Bree-land — Harfoots and Fallohides — migrated westward and settled in the then vacant Shire (*Kd. "Suza"*). There they formed an independent fief of the King of Arthedain, one which was to weather the turmoil of the Third Age and remain ever-faithful to their brethren in Bree.

In T.A. 1636, the Great Plague devastated Eriador. About one of every eight people in Bree fell victim to the disease, far fewer than those that died in towns and cities to the east or south. The disaster tightened the ties between Bree and the newly-founded Shire, and the two groups stood by one another in need. Food, healing herbs, and healers of both races passed between the settlements, both attempting to ease the dreadful aftermath of the Plague.

2.4 BREE-LAND IN T.A. 1700

Bree-land has recovered very well from the Plague, partially because it lies at the conjunction of the Greenway and the Great East Road. The town's location brought it the commerce and immigrants that it needed to recuperate. Although somewhat diminished in size, the area is almost as prosperous as in the great days of Arnor a few centuries ago.

Travellers, soldiers, merchants, Dwarves, and caravans headed in every direction pass through Bree. Villagers regard these strangers with a friendly tolerance, ready to lend a helping hand or have a friendly chat in the inn. On the whole the influence of the

commerce upon the character of the village is diffuse. Bree is prosperous, but retains its character as an agricultural community more interested in daily affairs than in the events of the wide world.

Yet in its own way, Bree is a lively place all year. Although it has grown colder of late, because of the malignant influence and power of the Witch-king, heavy snows are rare, and the roads are well-travelled throughout the year. Dwarves frequently pass through Bree, journeying from *Moria* to their mines in the Ered Luin or traveling with trading expeditions to Arthedain's capital at *Fornost*. Certain Dwarves are actually quite familiar sights, since they regularly handle trade between the Dwarves and the men of Bree. Merchants and traders who do business in Arthedain and Gondor are also frequent visitors. Peddlars are seen most rarely; many of the small villages that supplied them their business were wiped out in the Plague.

The men of Bree gather at the inn called the King's Rest to hear the news and to talk with the many strangers who travel the roads. Bree has an unusually large inn for a community its size, since the town is a convenient stopping point for travellers. It is, after all, at the chief crossroads of Eriador. Traffic through Bree has made its inhabitants less insular and more worldly than would ordinarily be true of residents of a typical rural settlement.

The peculiar location of Bree has accustomed its people to dealing with unusual situations and landing on their feet. It seems to be an inborn knack of Bree-landers to survive and to thrive. While many towns dissolved in the wars of the Second Age and the 1409 war against Angmar, Bree still remains peaceful, quiet and rural. Perhaps it is because of an unconscious ability of the Bree-landers to keep their settlement small and seemingly uninteresting to outsiders. Another reason may be the subtle protective influence of Gandalf the Grey and the diffused but still potent hand of Arthedain.

Bree-land is generally a quiet place, excitement being considered bad for the crops and the health of the inhabitants. People are generally law-abiding and friendly — with a few notable exceptions. Bree-land has an able guard and need not fear attack by marauding bandits who sometimes harass and rob travellers along the main roads. The town itself occasionally witnesses visits from the shady characters who prey on ignorant soldiers from Arthedain's nearby eastern frontier defenses or the varied complement of travellers, but these nefarious leeches are hardly the rule or even a noticeable problem. Crime seems to favor the wilds.

Bree is about the same size in T.A. 1700 as it was and will be. The four villages that the original settlers established in the Second Age are still intact, rebuilt after the assault of Angmar, and the rare overcrowding that occurred in the late 1500's has been alleviated by the founding of the Shire and the subsequent Plague. Each village is small and consists primarily of farmhouses and cottages with a few craft shops.

Bree lies on the western slopes of Bree Hill. The hill shelters the town, and windows of the houses ordinarily face west and south to catch the afternoon sunlight. There are about one hundred houses in the village, most of them built above the road and set into the side of the hill. Because of this location, most of the gardens are on the southern and western sides, in the front of the houses. The central road cuts through a small corner of the village, since it travels along the foot of the hill. The King's Rest Inn is the only building directly on the Great East Road; all the other houses are set back from the noise and bustle of the highway's traffic.

Most of the houses of Bree are built of honey-colored stone quarried a few miles away or taken from the remains of old forts to the south and west. These homes are solid and comfortable, like their inhabitants. Most of the houses have at least two stories, since the rear of the first story and part of the second are set into the hill. The orientation of the houses keeps them fairly warm and comfortable in the Winter, even if one uses only a fairly small amount of firewood. Since the houses are set into the hill, they make use of the

earth's insulation. Thick, dry thatching brought from the nearby marshes keeps the homes warm in the winter and cool in the Summer. Almost every house has a small barn attached to it, since most people tend animals, including hogs, chickens and a few cattle. Although this does little for the odor of the home, it does help to keep the house warm. On the whole the village is prosperous, its streets neat and orderly, and houses and yards are clean and well cared-for.

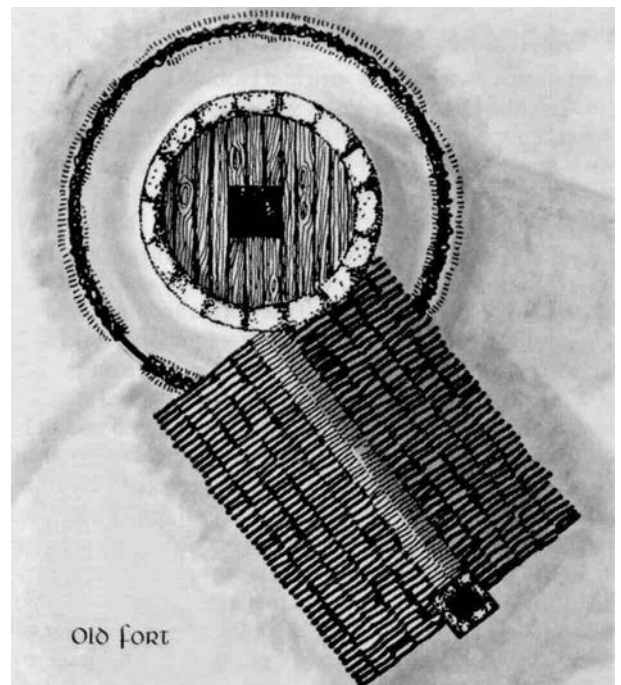
Bree's streets are cobbled, and people take great care that sewage does not run freely. Sewage is commonly saved and used as fertilizer, since most villagers are farmers. Water is plentiful in the area; the town has several wells that are used and shared by the community.

Several families of Hobbits live on the upper slopes of Bree-hill, but the majority reside in Staddle. Bree's Hobbits have dug their small cozy smials parallel to the slope of the hill so that their holes get the maximum amount of sunlight. Most smials consist of a series of adjoining rooms with wide windows to catch the light. Many smials have several doors built for the convenience of the inhabitants. Quite often, Hobbits tend pretty, sloping gardens in front of the smials and keep their cattle and other animals in small sheds.

The men and Hobbits of Bree have close friendly relationships, often working together on various farm tasks. Commonly they trade off farm chores, men accomplishing a task better suited to a mannish height for a Hobbit-farmer, and vice versa. The Halflings' adept fingers are in particular demand in close quarters or where extreme dexterity is desired. Some of the mannish families even have Hobbit-sized chairs in their parlors; their children enjoy having their own crafted furniture.

Only the smaller farmers reside in the village proper, along with agricultural workers, guardsmen, and various craftsmen. There are no real commercial stores or shops in Bree, since everyone supplies his own needs or makes up the lack from the market held every two weeks. The village contains several craftsmen, including a weaver, a carpenter, a blacksmith, and a stone mason. A tanner and leather-worker has a roomy shop outside the town's walls.

Most farms are located outside the wall and hedge that protect Bree. The farmhouses connected to these farms range dramatically in size from huge two-story affairs that house the farmer, his family, his servants and his laborers to snug cottages that hold a single small family. The farms of Bree-land are varied; some are only a few acres while others encompass a hundred acres or more.



2.5 THE NEIGHBORING TOWNS OF STADDLE, COMBE AND ARCHET

Archet, Combe and Staddle are also farming communities. They are far smaller than Bree and have no walls. These three villages lie along small roads that crisscross Bree-land in haphazard fashion, having been built with no particular plan. Within their confines lie thickly clustered groups of houses. Most are joined in extended units around little courtyards, since they were often built by offshoots of the same family. Outlying farmhouses follow the same dense pattern.

2.51 STADDLE

Staddle is on the opposite side of Bree-hill and about a mile from Bree. The town, which is quite small and contains only twenty houses, was founded almost entirely for the sake of convenience by those farmers whose land lay east of Bree Hill, since it saved time not to go tramping around the heights in order to tend the fields. Commerce between Bree and Staddle is steady, since the two towns are so close and Staddle is completely lacking in merchants and craftsmen. (The joke around Bree is that Staddle barely has a population of its own.) Staddle also has no inn or tavern, so the Men and Hobbits of the village regularly go to the King's Rest in Bree for a drink and a fireside chat. In addition, there are many family ties between the two villages, especially among the Hobbits, and quite a bit of visiting goes on between the Halflings and their mannish neighbors.

2.52 COMBE

Combe is the most isolated of the villages, lying some four miles east of Bree in a deep valley. The Road bypasses Combe, for the builders chose to avoid the rather steep hills in and out of the valley. There is a small dirt track, however, that goes through Combe and unites it with the wider world outside the valley.

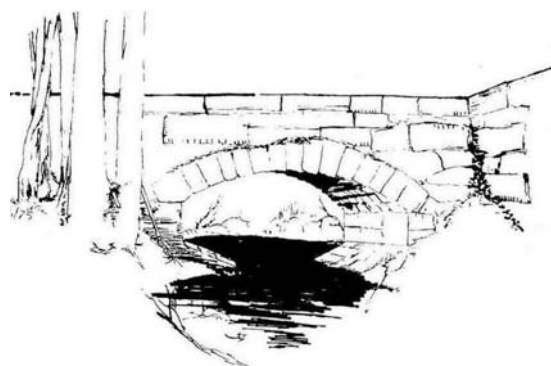
As a result of its location, Combe must have and does have craftsmen of its own, including a blacksmith, a cobbler, a tanner, a carpenter, a stone mason and a weaver. It also has a tiny inn, the Blue Trout for travellers too weary to make it to Bree. Although small, the inn is very clean and well kept. There are only seven sparsely furnished rooms, but travellers are permitted to sleep in the common hall. The Blue Trout is a popular meeting place for the men of Combe, and the beer is excellent. The people of Combe are generally prosperous and friendly, and the town contains some fifty houses plus a few scattered farmhouses. Remote farms lie to the east and south and are also considered part of Combe. Valley soil is very fertile, and a small river, the Rushlight, also meanders through the town.

2.53 ARCHET

Archet is the northernmost village of Bree-land. It lies on the edge of the Chetwood, the large forest north and east of Bree. Archet has about thirty-five stone houses and is located among gently rolling hills cultivated with crops. Here, houses are set somewhat further apart than in the other villages, but it is really not much different in appearance or reality from Bree or Staddle. Archet is three miles from Bree and about a mile from the Great East Road. Like the rest of Bree-land, this region is very fertile.

2.6 THE CHETWOOD

The Chetwood is considered part of Bree-land and is for the most part quite tame. The largest wild animal roaming the wood is a deer, most of the wolves in the region having been killed off centuries ago. Pigs under the care of a swineherd range freely throughout the forest without fear of predators. The men of Archet do venture on occasional hunting trips, and venison is a favorite dish. The well-watered Chetwood is conducive to the growth of mushrooms and is the chief source of edible fungi for all of Bree-land. In the summer months the women of Archet bring huge baskets of white mushrooms to market to trade with their southern neighbors.



2.7 BREE'S AGRICULTURE

The soil of Bree-land is deep and dark and very fertile, and the land is well-watered. The climate is mild, and centuries of cultivation have not diminished the bounteous harvests. The men of Bree rotate their crops, leaving fields fallow every three years. Many plant nitrogen-fixing crops such as peas. Since Bree farmers are not constrained by area, climate or poor soil and since there were never many of them, they can afford to leave land uncultivated when the need arises. Trees are also prudently replanted when chopped down.

The local farmers are sound agriculturalists and grow a wide variety of crops, including wheat, potatoes, rye, barley, hops, oats, flax, cabbages, turnips, and parsnips. In addition most farmers' wives grow a variety of vegetables in kitchen gardens, including peas, beans, radishes, onions, and other herbs. Most farmers cultivate a few fruit trees, such as apples, pears, cherries, peaches, and plums. Currants, gooseberries and raspberries are also cultivated. Practically everyone in Bree-land keeps a few animals, often pasturing them with their neighbors' larger herds. Thus, there are generous supplies of pork, mutton, and some beef, plus plenty of milk and butter for all. Bree-landers like to eat well.

2.8 THE ECONOMY OF BREE-LAND

Bree-landers also relish bartering, and trading goods and services among themselves. Hard currency is rarely used, except of course in the inn and with outside traders (although even they barter whenever they can). Through a complicated arrangement with the blacksmith and several farmers, Dwarves of the Blue Mountains are supplied smoked and salted pork, bacon, butter and other necessities in exchange for iron ore and other metals. This is an altogether sensible arrangement, since the Dwarves have no talent or inclination for farming.

Most cash changes hands at the autumn market when traders come from as far north as Fornost, Arthedain's fortified capital. Fall is the busiest and most exciting time of the year. Bree-landers take advantage of the fair to stock up on hard-to-get items such as needles, fine thread, certain tools and many other little items that make life on the farm more comfortable.

Many families are almost entirely self-sufficient; women do quite a bit of weaving and spinning for their own families while men do carpentry and some leather work. An informal market is held every two weeks in Bree, which gives people the opportunity to supplement household deficiencies. Craftsmen fill in the gaps, doing special work the farmer is unable to do, or simply lend a hand during the busy time of the year. The miller is really the only indispensable non-farmer, besides the innkeeper of course.

Local Prices

As noted, barter is the preferred method of exchange in Bree-land, particularly outside of Bree proper. The King's coin is honored, however, and serves as a good measure for usual trade. Bree-landers resort to balancing traditional prices and quality whenever they strike a deal.

Good / Service	Cost	Note
FOOD AND LODGING		
Beer/ale	¼cp	Pint.
Brandy	1cp	Half-pint.
Cider	¼cp	Pint.
Mead	½cp	Pint.
Wine	½cp	Pint.
Light meal	¼cp	Cheese, soup, and bread.
Normal meal	½cp	Meat soup or pie, bread, potato.
Heavy meal	1cp	Steak and vegetables, bread, soup, pastry.
Week's rations	4cp	Normal spoilage. 18 lbs.
Trail rations	6cp	1 wk. Preserved. 14 lbs.
Greatbread	2gp	1 wk. Preserved. 4 lbs.
Waybread	10gp	1 mo. Preserved. 4 lbs.
Poor lodging	½cp	Communal sleeping.
Average lodging	1cp	Separate bedding.
Good lodging	2cp	Separate room.
Stable	¼cp	Includes food for beast.
ACCESSORIES		
Boots	1sp	3.5 lbs.
Cloak	7cp	2.5 lbs.
Coat	13cp	7 lbs.
Padded Undercoat	55cp	3 lbs.
Pants	20cp	1.5 lbs.
Shirt	25cp	1 lb.
Surcoat	80cp	1.5 lbs.
Arrows (20)	50cp	3.5 lbs.
Backpack (20 lb)	22cp	2.5 lbs; 1 cu'.
Bedroll (wool)	19cp	5.5 lbs; blanket.
Caltrops (5)	90cp	2 lbs.
Cb bolts (20)	150cp	3 lbs.
Fire-starting bow	.5cp	.5 lbs; fire in 5 min.
Flint and steel	11cp	.5 lbs; fire in 3 min.
Framepack (45 lb)	30cp	3.5; 2 cu'.
Lantern	14cp	1.5 lbs; 50'd. light
Lock pick kit	2sp	.5 lb; + 10 bonus.
Oil flask	4cp	.5 lb; 6 hr refill .5 lb.
Pegs (10 wood)	½cp	1.5 lbs.
Pitons (10 iron)	22cp	2.5 lbs.
Pole	4cp	7 lbs.
Quiver	10cp	.5 lb; holds 20 arrows.
Rope	50cp	6 lbs; 50'; breaks 01 2 roll (unmod.).
Rope (superior)	150cp	3 lbs; 50'; breaks 01 roll (unmod.).
Sack (50 lb)	7cp	2.5 lbs; 3 cu'.
Scabbard	30cp	1 lb.
Tarp	12cp	4 lbs; 5' x 8'; water resistant.
Tent	2sp	9 lbs; two man.
Torch	¼cp	1 lb; 20'd. light; 6 hrs.
Waterskin (1 pt)	½cp	.5 lbs.
Weapon belt	60cp	.5 lbs.
TRANSPORT		
Mature pony	2gp	Moves 4-20 mph; can carry 180 lbs.
Light horse	35sp	Moves 5-30 mph; can carry 200 lbs.
Medium horse	6gp	Moves 5-25 mph; can carry 300 lbs.
Heavy horse	7gp	Moves 5-20 mph; can carry 400 lbs.
Wagon	5gp	8'x5'; 2-10 mph; can carry 1500 lbs.

Exchange Rates: Arthedain's currency is prevalent, although coins minted in Gondor at *Minas Tirith* or *Dol Amroth* are not uncommon. Those bearing the King's crest and the Seven Stars of Arthedain are made to the north in Fornost and break down as follows: one gp = ten sp; one sp = one hundred cp; one cp = two ½ cp; one ½ cp = two ¼ cp.

Mithril pieces, once equal to ten gp, no longer circulate. They might bring 50 gp in Fornost, but are all but useless in Bree. After all, only Dwarves or great Elven smiths can properly work the stuff.

3.0 POLITICS AND POWER IN BREE-LAND

Bree's politics are a curious combination of quaint customs, strong kinship bonds, and modified procedure based on the old codes of Arnor and Arthedain. Although outsiders are many, their actions are carefully watched, and the earthy, conservative Bree-ways in most every case prevail.

3.1 THE POLITICAL INSTITUTIONS OF BREE

Political institutions in Bree are no less conservative than the folkways that spawned them. Customs from the Dunlendings mix with Northman legacies and practices brought from *Rhovanion* by the Hobbits. Informality is usually the norm, but this does not mean that there is any lack of seriousness — even among the jovial Halflings.

3.11 THE TOWN GUARD

The Bree Town Guard was founded in the turmoil of the late Second Age. The guard includes gatekeepers as well as regular guardsmen, the latter trained in only a perfunctory way. There are only four gatekeepers, whose duty it is to keep watch at the gates of Bree at night and to question latecomers as to their business. Guardsmen incarcerate drunks and very occasional wrongdoers in the tiny jail in town. There are four branches of the guard, one in each village. Guardsmen spend their time patrolling the roads and borders of Bree-land or chasing bandits.

The King of Arthedain has recently ordered the guard of Bree strengthened, and outside soldiers have swelled the ranks to seventy-five. The guard wears the silver and black livery of the soldiers of Arthedain and is equipped with fine chainmail, shields, longswords and longbows. They look completely out of place in the sleepy village and make a splendid sight.



Dunnish Guard

The size of the Guard is unusual for such a small place, but Bree is a fairly significant town and one of the few inhabited areas remaining firmly under the control of Arthedain. Its strategic location along the East Road and beside the borders of what was once Cardolan and Rhudaur have given it enhanced importance. It is also several days' journey south from the capital; thus, the force in Bree is purposely large enough to deal with emergencies. The guard is commanded by Meneldir, an experienced soldier from Fornost.

Most of the soldiers of the guard come from the area of Fornost Erain and marched with the army against Angmar. There is a small guardhouse in each village where most sleep. While a few of the guard are quartered with various families. The relationship between the two groups is good. A few locals with a yearning for adventure and excitement are also members of the guard. Although there hasn't been much excitement, service in the guard affords an unparalleled opportunity to learn swordsmanship and archery from well-trained, competent soldiers.

3.12 THE MOOT

The Moot meets but once a year, on October thirtieth, the last day of the Autumn Fair. All the men and Hobbits of the district gather to discuss the affairs of Bree-land and to enact or change laws. Most Moots abound with a good deal of gossip and drinking mixed with a moderate amount of business. Rigorous debates often take place, regardless of need or concern, simply because the citizenry enjoys a fine bit of verbal sparring. Farmer Heathertoes, the mayor, brings proposals before this illustrious ruling body, and these matters are voted on with characteristic enthusiasm. Moots deal with such crucial affairs as the defenses of Bree, taxes, boundaries, and certain minor affairs, and the mayor is not reluctant to call a Moot should the need arise. This is in part due to custom; but as added reinforcement, an agent of the Northern Kingdom collects the royal taxes at every Moot, a portion of which is turned over to the mayor.

3.13 THE OFFICE OF THE MAYOR

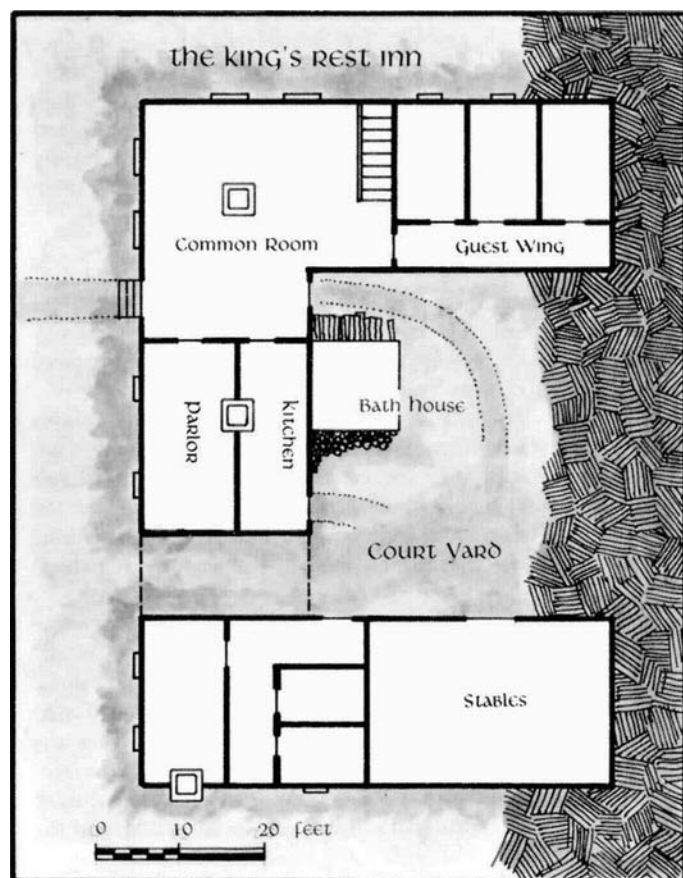
The mayorship is an honorary position. The mayor controls the treasury, money which primarily goes to seeing that the roads of Bree-land are kept in order. Other than that, there really isn't much for the mayor to do besides open the autumn fair and preside at the harvest and spring festivals. To be the mayor of Bree-land is a sign of the respect, esteem and affection of the men and Hobbits of Bree-land. The term of office is three years; mayors are elected at the Moot. Rory Heathertoes has been the mayor of Bree-land for the last ten years. He is fifty and took the position when his father retired from the post.

3.14 THE KING'S REST INN

The King's Rest Inn is the largest building in Bree village. It boasts three stories and sports two wings that slope back from the road. There are twenty very comfortable rooms to accommodate men and two to accommodate visiting Hobbits. The Inn is kept meticulously clean. The innkeeper employs several maids, three cooks, and a number of grooms.

The first floor of the King's Rest holds the common room. It is spacious and furnished with wooden benches and tables. A huge central fireplace keeps the common room cozy in the Winter. The kitchen, two parlors, two bedrooms for Hobbits, and three bedrooms for men are also on the first floor. Both upper floors are devoted to guest rooms. The servants sleep in the attic.

The innkeeper is extremely particular as to the quality of the food and beer served in his house. Ten years ago the King of Arthedain slept in the inn and complimented the owner on his fine comestibles. The innkeeper is now devoted to seeing that the inn maintains the high quality that brought him royal praise. Good soups, roast meats, stews, cold meats, cheeses, breads, fresh eggs, butter, fine cakes, and roast birds are all prepared in the inn's kitchen at the request of the various guests. The King's Rest is considered one of the best inns on the Great East Road.



Quite naturally, no one in Bree-land objects to an inn that serves the finest ale available at reasonable prices. The rooms are reasonable, and the innkeeper allows people to share them and split the fees. Bedrooms are simply furnished with very comfortable featherbeds. Very impecunious travellers are permitted to sleep on the benches of the common room, so long as they behave themselves and don't disturb the other guests. A special luxury of the inn is a small bathhouse located in the yard. It can be reserved with the innkeeper for a moderate fee.

3.2 FAIRS AND FESTIVALS

Partying is serious business in Bree-land, for the Hobbits and Dunmen have celebration in their souls. Eating and merriment are revered and refined among these folk. There are a number of holidays and fairs which provide good excuses for exercising the festive spirit, and a few are of particular note.

3.21 THE AUTUMN FAIR

The Autumn Fair is an annual event that has been going on for centuries. People east, south, and north of Bree come to this fair to do their trading. The King's Rest is filled to the bursting point, and many villagers open their homes to friends from outside Bree-land. Naturally the Hobbits from the Shire come to visit their relatives and catch up on the latest gossip. Peddlars come from north and south to take advantage of the opportunity, and Dwarves journey from the Blue Mountains. The fair runs smoothly, and the guard keeps order. A small court, including the mayor and one or two officials from other villages, handles disputes, and all decisions are legally binding.

The fair brings people together from miles around: farmers, merchants, tanners, cobblers, weavers, bakers, brewers, coopers, carpenters, tailors, blacksmiths, and a wide variety of others. There are competitions for the fattest and finest animals, an archery contest, a wrestling match, bouts with quarter staves, and a bake-off. Jugglers and musicians provide entertainment, and there is dancing

every night. The fair ends at sunset every day, and it is illegal to sell goods after the fair has closed. The merriment though, continues long into the night.

After the Autumn Fair, the people of Bree settle down for a long winter. The market held every fortnight becomes smaller and smaller, until by mutual consent it ceases altogether in early January. It is resumed at the end of March. Trading during these three months is carried on entirely by private arrangement.

3.22 HARVEST HOME

Next to the feast of Yule, Harvest Home is the most important festival in Bree-land. The date varies, but it is always in early October. For the last forty years it has been held on the large and prosperous Heathertoe farm.

People come from all corners of Bree-land, bringing various foods. Women begin preparation for the Harvest Home long in advance; each wife brings her special dish. The feast is a huge affair and everyone is welcome, including friends and relatives outside the borders of Bree-land. The tradition calls for everyone to contribute something, from a bowl of fruit offered by the very poor to a sheep or an ox.

The festivities begin early in the morning, since most people arrive the previous evening and stay with relatives or friends. Games and contests take up most of the day and include such competitions as logsplitting, camping, and pie-eating. There are many courtship games for the young people. Early in the evening everyone sits down together and eats the food that has been cooking in the temporary outdoor kitchen all day. After the dinner, there is dancing to the music of flutes, fiddle, and drums till the early hours of the morning.

The Harvest Home is the largest community festival in Bree. Although there are others which involve large groups of people, notably the Lithe Days, this is the only festival which calls together the entire population of Bree-land.

3.23 MIDYEAR, OR LITHE DAYS

This holiday falls in between June (*S. "Norui"*) and July (*S. "Cerveth"*) and is a three-day period of special merrymaking. Bonfires, games, feasts, parties, contests, and dancing are all part of the festivities. The festival originally came from the formal courtly Numenorean Midyear festival and was adopted by the Men of Bree in the Second Age. There is no one central site for the festival, but rather numerous small festivals are scattered throughout Bree-land. The Lithedays are considered particularly fortunate for plighting a troth, and many engagement celebrations occur at this time of the year. Every four years, there are four Lithedays, which are marked by particularly intense periods of feasting.

3.24 YULE

The last and first days of the year are called Yule days and are part of a six-day Yuletide celebration. This is primarily a family holiday in Bree-land and is marked by a period of visiting, merrymaking, and gift-giving.



4.0 PROMINENT FAMILIES AND PERSONALITIES OF BREE-LAND

The area around Bree is blessed with a wide variety of characters, many of whom are gathered into close-knit clans.

4.1 THE HEATHERTOE CLAN

No one knows where or when the family got its name, but they say there's always been a Heathertoe in Bree-land. The Heathertoe family was one of the original Dunlending settlers of Bree, though they have long since forgotten the fact. There are numerous Heathertoos throughout the region, all of them flourishing. They are all related, but it takes a Hobbit to keep track of the various aunts, uncles, in-laws, first, second and third cousins once or twice removed. Old Mat Heathertoos and his son Rory own Heathertoe Farm, the largest farm in Bree-land, and are acknowledged the family heads of the clan.

4.11 MAT HEATHERTOES

Mat is in his eighties and still quite fit and active. His wrinkled face and silver hair are deceptive; Mat works with the vigor of a man many years younger. He and his wife were one of the survivors of the Plague sixty years ago. Mat has held the office of mayor for forty-two years, and men still come to him for advice and to settle disputes. He is astute, intelligent, tactful, good-natured, and a superb farmer.

4.12 EFFIE HEATHERTOES

Effie is as old and wrinkled as her husband Mat and still as lively. The source of universal advice for local women, Effie is cheerful and resourceful and manages to cope with most problems. She is also a healer, and her garden contains an extensive collection of herbs, many of which she has convinced other women to grow in their own gardens. Effie learned her skills from Dunedain healers who were sent to Bree in the aftermath of the Plague. She has a remarkable talent for applying the proper medicines and cures and successfully nursed several Bree-landers through the Plague. Effie can stitch up most wounds, set broken limbs, and treats most common illnesses. Her services are free for any one who needs them. She is also a midwife, albeit retired. Effie is very perceptive and is an excellent source of local gossip.

4.13 ERLING HEATHERTOES

The oldest surviving son of Mat and Effie, Erling should have been the heir to Heathertoe Farm. He grew up an oddity, having golden hair and reaching the unprecedented height of six feet, virtually unheard of in Bree-land. Fate having marked him for great things, Erling renounced his claim to the farm in favor of Rory, and taking the money his father had given him, went off to seek his fortune in the world. In his ten years away from Bree he made many strange acquaintances and friendships, of whom he speaks but little and rarely. Erling is a friend of Gandalf, and has been to Rivendell, Fornost, Gondor and to the lands to the south.

Erling never talks about his adventures, and people love to speculate about the source of his wealth. The tales are getting wilder as the years progress, some claiming that Erling spent his time away from home as a successful pirate, while others say that he killed a dragon and stole its wealth. When Erling returned twenty-two years ago, he built himself a large house on the outskirts of Bree and got married. Erling and his wife Hilda have three teenage children, a son and two daughters. They enjoy travelling and visit Fornost about once every two years. Erling is a ninth level fighter and is very competent and friendly. He corresponds regularly with his friends in Fornost and Arthedain.

Erling's riches are stored in the cellar of his house. Having done certain Dwarves a tremendous favor, he was given three magical chests to keep his gold pieces in. The chests contain about twenty thousand gold pieces. They are enchanted so that they can only be moved or opened by Erling or anyone Erling wishes to open them. Only Hilda, Mat, Effie, Rory, and Daisy (Erling and Rory's sister) have access to the chests should the need arise.

4.14 DAISY HEATHERTOE FERNWOOD

Rory's twin sister, Daisy is a widow with five grown children. Her offspring have all married, and she keeps house for Rory, who is also a widower. Her husband was quite well-to-do, so she has plenty of available cash.

Daisy Fernwood is also a healer and a midwife, taught by her mother. She is well liked through the district and an attractive widow for all of her fifty years. Her face and figure are still surprisingly youthful, and her dark glossy hair is unmarked by grey hair. She is also an excellent cook and a fine housekeeper, and there are many men who would be delighted to make her a wife.

4.15 RORY HEATHERTOES

Rory is the mayor of Bree-land and has the largest farm in the area. He is Erling's younger brother and Daisy's twin. Rory is widowed and he has only one child, Holly. Rory doesn't spend much time mayoring — one reason why he's so well-liked — since he has more than enough to do minding his farm and seeing that everything runs smoothly. The Heathertoe farm is very well managed, and Rory sees to it that only the best workers tend his crops and fields.

Rory is very intelligent and fairly well-lettered for a farmer; he enjoys a good book and a good tale, and he and Erling have a respectable library between them. He has set up a small school for the children of Bree and the surrounding farms. Rory is an astute politician and a fair man; he would never cheat anyone on a bargain. He served in the army in his youth and is a fifth level fighter. He also has friends in Arthedain, with whom he still retains close ties. For all his experience and worldliness, Rory is a solid Bree-lander and would never live anywhere else or be anything other than a farmer. Like his brother, he is a firm friend of Gandalf. Rory is a frequent visitor of the tavern, for he is avidly interested in news of the outside world. He is of medium height, with dark hair and a fine tan.

4.16 HOLLY HEATHERTOES

Holly can be seen in the distance; her golden hair is like a beacon among the brown haired Bree-landers. A bit of Northman blood permeates the Heathertoe line and Holly, like Erling, appears to have gotten more than her share. She has also inherited the family intelligence and good nature. Daisy taught her to read and write at an early age, and Holly is even more of an avid reader than her father. She is also a good cook and a fine housekeeper and leads a busy but not strenuous life, since there are plenty of servants to help with the house. Holly is well travelled, for she has accompanied her aunt and uncle on all of their journeys to Fornost and to other portions of the kingdom. Her beauty has won her a following with lads everywhere; she is always prettily dressed in fine linen and occasionally wears silk on a festive occasion. Currently Holly is being courted by Meneldir, the captain of the Guard. There is a good deal of speculation as to when the couple will finally announce their engagement.

4.17 HEATHERTOE FARM

Eight hundred acres of beautiful farmland, the Heathertoe Farm lies about a mile southwest of Bree. A small army of workers tend the land. Rory keeps sheep (off the estate), cattle, pigs, chicken, geese, and ducks; his fields grow wheat, rye, some hops and barley, potatoes, turnips, parsnips, cabbages, peas, flax and beans. The orchard has a variety of fruit trees, and the farmhouse has an icehouse. Daisy and Holly brew fine beer, and the cellar is stocked

with the finest wines.

The main farmhouse is a very large stone building built in a square with a central courtyard. Each of the two main stories has three sides which contain three ten by ten rooms and two smaller compartments. The remaining sides contain a pair of small rooms and a thirty by ten hall; this is the kitchen/pantry on the lower level. Ceilings are no more than seven feet high, and are generally set at a little over six feet. A storage loft stretches across the upper portion and forms a spacious attic. The Heathertoes currently share the farmhouse with some of the workers and servants; the remainder live in small cottages about the farm. The farmhouse is comfortable and pretty, and the furniture is attractive and well made. It is considered quite luxurious and grand by the people of Bree. Rebuilt in 1410 after it was destroyed by the marauding troops of Angmar, the building is in excellent repair and solidly constructed.

4.2 OTHER TOWNFOLK OF NOTE

4.21 HOBSON GREENHAND

Hobson Greenhand is the Bree schoolmaster. A native Bree-lander, his ambitious parents sent him north to Fornost to further his education, hoping that he would make something of" himself in the Royal Court at Fornost. There, he held a minor post as a scholar until, upon the death of his parents, he returned to Bree. His learning impressed Rory Heathertoes so much that the latter decided to open a school. The school is the grand farmer's pet project, and he pays the schoolmaster out of his own pocket.

Hobson is a special favorite of the women of Bree; the maidens prize his good looks and manners, and their mothers value his good sense. Hobson shares his small comfortable cottage with his eighteen year old sister, Aster, who keeps house for him. Two servants, Gambly and Dora Colwhich, look after the livestock and care for the small farm. Aster is quiet and well mannered, her brother's education and training having rubbed off upon her. She is a favorite of the Heathertoe family and Erling's oldest son is her beau.

The schoolmaster's prize possession is his collection of books, especially his history texts of Gondor, Arnor, and Numenor, and some texts on Elven lore. Erling Heathertoes is given the task of purchasing additional books whenever he travels. Hobson is well paid by Rory for his instructional efforts.

4.22 THE THISTLEDEWS

The Thistledews are another great farming family; their farmland is somewhat smaller than that of the Heathertoes but nearly as impressive. These two families are related through marriages too complicated to explain. Tolman Thistledew is a bit more retiring than Rory and is happy to let his friend take the limelight. Along with the Fernwoods, these three families pretty much run Bree.

Tolman is a year or two older than Rory and happily married. He has two younger brothers, Will and Bob, who both have substantial farms of their own. All the Thistledew brothers have a large crew of children of varying ages. Three of Daisy Fernwood's children married into the Thistledew family.

The Thistledew brothers are very much alike; each is a successful farmer, friendly, hospitable, and prudent. Like most of the men of Bree-land, they are short and broad-shouldered, with ruddy complexions. Bob is a widower and is courting Daisy. All three Thistledew brothers have large, comfortable farmhouses, and combined holdings which speak of fair wealth. Accordingly, they sit in the market court with Rory. In fact when Rory and Mat are asked to judge a dispute, they generally consult with the three Thistledew brothers before making a decision. None of the three brothers has ever left Bree-land.

4.23 THE FERNWOODS

Fernwood Farm is about the size of the Thistledew Farm. Halfast Fernwood, Daisy's oldest son, has run the farm since the death of

his father five years ago. Halfast is young, 28, but has experienced advisors to help him. When her son married Nora Thistledew three years ago, Daisy tactfully returned to Rory to make room for the new bride. The young couple has one child. The farm has not suffered with the change of ownership, since Halfast had asked his father to teach him the ropes and is intelligent enough to ask for advice if he needs it.

4.24 THE SANDHEAVERS

The Sandheavers are probably the most wealthy Hobbit family in the district; their diverse skills combine to form a very profitable family enterprise. They share a large smial above the town of Bree and are on good terms with most everyone in town. Each is tall as Hobbits go, for they have a strong Fallohide strain. They are particular friends of the Heathertoe family, although like most of the Hobbits they don't mix too much with men or Dwarves.

4.241 Rose Sandheaver

Rose is a Hobbit and the widow of Gamwhich Sandheaver. She is the weaver for the men and Hobbits of Bree. Most families do have a loom of their own but find it impossible to keep up with the family demand for cloth. The Sandheavers do not have such a problem because Rose is the finest weaver that Bree has seen in many a year. She keeps her workshop with the help of her three daughters, and they often receive commissions from outside of Bree-land. Rose and her daughters Holly and Primrose weave wool and linen into beautiful soft cloth of lovely patterns. A younger third daughter, Rose, sews for those people who want a more elegant touch on their garments.

Rose the elder is seventy-six, middle-aged for a Hobbit, and had the workshop prior to and during her marriage. Her husband was a prosperous farmer, and her eldest son Gam, now looks after the farm. Her weaving brings in quite a bit of money, and her three daughters have good sized dowries, not to mention wonderful trousseaus. The large sunny workshop is a popular meeting place for young Hobbit women and men who hold spinning parties there most evenings. Her three daughters are very pretty by Hobbit standards, and she is still handsome. All four women are very much sought after by the bachelors of the district.

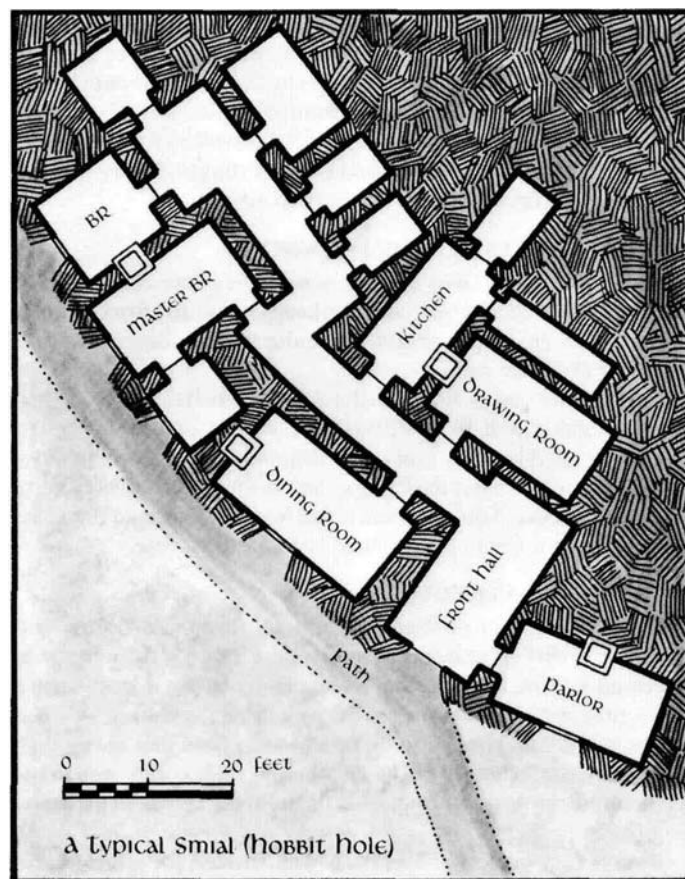
4.242 Hal Sandheaver

Rose's brother-in-law, Hal is the smial builder for the Hobbits of Bree-land and is often called to the Shire. Building a smial is skilled work, since Hobbits have a proclivity for dry abodes where the roof does not collapse. Large or small, Hal can do the job, charging according to his customer's ability to pay. Hal's work takes him throughout Bree-land, far from his home in Staddle. In addition to building smials, he designs and refurbishes all manner of cellars. His reputation is a good one, for thus far his smials have stood the test of passing years. Most of his time is spent in repair and refurbishing work. His travels have given him an official position of mailman; Hal gladly obliges in carrying letters back and forth between the Shirefolk and their relations in Bree. Tom Sandheaver, another smial builder, is Hal's cousin and lives in the Shire. He often assists his cousin on difficult or lengthy jobs.

4.25 COLDOMAC TUNNELLY

The richest single Hobbit in Bree and probably one of the most eccentric, Coldomac's grandfather left Bree for unknown reasons and returned a wealthy man. The Tunnellys have been living off that treasure ever since. Coldomac, an only child, was sole heir to his grandfather's very large fortune. Coldomac fancies that he takes after his grandfather and is never seen without the shortsword that the old Hobbit brought home from his travels. He stands almost four feet tall, but his fine figure is marred by the ubiquitous small Hobbit potbelly. His hobbies are archery, in which he excels, and swordsmanship. To this end he practices daily with members of the town guard, much to Meneldir's amusement.

Coldomac has a large library and access to the Heathertoe books. He is very well versed in history and Elven lore and speaks fluent



Adunaic. Coldomac finds Bree boring and longs for some excitement. He is, however, quite intelligent, and would probably never venture upon the Barrow-downs.

Coldomac is a good friend of the Dwarves who mine in the Blue Mountains and has visited the Dwarven city there. He has a suit of Dwarven chainmail and a Dwarven sword. This association is rare among the introspective Hobbits and, perhaps because of this peculiar friendship, Coldomac is a bachelor known as the town eccentric. In reality he is a simple fourth level fighter whose generosity has prevented him from turning away anyone in need. His considerable wealth amounts to about five thousand gold pieces; the bulk of his holdings are kept by the Dwarves of the Ered Luin. Coldomac frequently visits the Shire and has explored the Tower Hills.

4.26 THE BROADLEAF CLAN

The Broadleaves are considered a shiftless, irresponsible lot, up to no good when they're up to anything at all. They are small and swarthy men, with more than a trace of Easterling blood. Their proclivity for raiding henroosts, poaching and other small misdeeds are Meneldir's chief worries.

4.261 Len Broadleaf

Len is the patriarch of the most notorious family in all of Bree-land. He and his wife have a dozen children of varying ages. His eight sons are always up to some mischief or other, and the daughters are not much better, being ill kept and ill mannered. The only reason that the family is tolerated in the district is that, Len, to earn a little money, will collect his sons and offer to do some very necessary but unpleasant task, such as cleaning out the farmhouse privy. There is very little need for the many talents of Len's sons in Bree-land, especially with Meneldir as the chief of the Guard.

Len and his sons are too cunning to be openly lawless, but they nevertheless do quite a bit of damage. Meneldir suspects that Len and his sons have connections with the bandits that sometimes attack travellers along the road; and in fact, his suspicions are quite justified.

4.262 Harry Broadleaf

The oldest of the family, Harry found life in Bree too dull and left to join the outlaw band that roams the woods south of Bree. He still returns home (under the cover of darkness) to catch up on all the news and gossip and to pick up "supplies" that Len and the others have acquired for the band. Harry is completely mercenary and has grandiose dreams of wealth and power.

4.263 Hal Broadleaf

Along with his father, Hal is the chief spy for the bandits. Hal can be found in the common room of the King's Rest each evening listening to gossip and sizing up travellers as to their wealth and means. He drinks and talks very little, preferring to keep a clear head. Hal gives the impression of being extremely quiet and soft-spoken and will be the first to give way in an argument. He is thoroughly underhanded and cowardly. Hal often meets with the bandits after he leaves the common room and tells them of any interesting prospects. The residents of Bree-land thoroughly mistrust him.

4.264 Maisy Broadleaf

Maisy is the family favorite and could be quite attractive if she washed and dressed properly. Harry introduced her to the leader of the outlaws, and the couple hit it off immediately. Since her lover is very jealous, Maisy takes great pains to conceal her charms from other men; hence the apparent squalor displayed in her dress. Of course, when going to meet her beloved she is always clean and prettily dressed. Maisy would prefer the security of a respectable home and family, but she can't resist the charms and cossetting of Cormak, who spoils her outrageously.

Maisy is fairly honest, since she covets the good opinion of people, and is often given odd jobs to do at the various farms. She will occasionally give Cormak a tip, but prefers not to get involved with his doings. She has caught the eye of one of the guardsmen, who is rather taken with her. While not encouraging the young man's advances, she's also not giving him a cold shoulder.

4.27 MENELDIR, CAPTAIN OF THE GUARD

Meneldir is a man of Fornost, of Dunedain and lesser mannish parentage. He comes from a good family, although he is not a member of the nobility. Meneldir is a thirteenth level fighter and has seen quite a bit of action against Angmar.

His command in Bree is actually one of semi-retirement, since he has already put in twenty-five years of military service. He is only forty-five, which is still young for a man of Dunedain blood. Meneldir loves farming and is planning a permanent retirement in Bree. He is courting Holly and can be found on the Heathtoe farm most evenings, where he's welcomed as part of the family. Meneldir is universally liked and respected by his men and the people of Bree-land.

Bree-land is comparatively quiet, but Meneldir has many duties. Not only is he responsible for patrolling the region, but he must also keep a constant watch for outlaws and other unsavory types. Travellers of all sorts pass through Bree, some more honest than others, and a few are inclined to cause trouble outside the town's borders. Meneldir regularly sends patrols out along both roads in the vicinity of Bree in an effort to discourage bandits.

Meneldir has in fact urged travellers from the East to mention *Rhovanian* as the land of opportunity for eager youths, should the topic of their travels arise in the inn's common room. Meneldir sincerely hopes that some of Len Broadleaf's sons will find the talk irresistible. The Captain of the Guard also hopes, along with the remainder of Bree-land, that the next generation of Broadleafs will be, if nothing else, less prolific.

4.3 NOTABLE INSTITUTIONS AND THEIR KEEPERS

Bree's residents are a generally conservative and humble lot. Despite their location on a great trade route, they have maintained

their institutions with very little outside influence, and take pride in their quality and modesty.

4.31 THE BREE SCHOOL

Years ago, Rory Heathtoes built a small solid house just outside Bree as a school for the children. The building is heated by two stoves and well supplied with tables and chairs. The only obligation of the parents is to help supply fuel for the school house and to see to it that their children are supplied with the materials for learning to read and write. The school meets six days a week and has about thirty-five pupils, a charming mix of Hobbit and mannish kids. The children attend in the morning only, leaving them free for afternoon chores and games. They have very little homework, since there are few books to be passed around. There are three different readers, books brought from Fornost that the children use while in school. They are not permitted to take these few and highly-valued texts home. Hobson also teaches simple arithmetic, history, some geography, and lore. When the weather is fine, classes are held out of doors. Hobson, the teacher, is well liked by the students and is regarded with friendly affection throughout the town but is also considered just a bit on the odd side.

The school is a great source of pride for the people of Bree. Derogatory comments by strangers on the size of the town or its isolation are faced with the retort that "Bree-land has a proper school, which is more than most can say."

4.32 BILL RUSHLIGHT, THE MILLER

There is one watermill just north of Bree Hill, on the banks of the same small river that goes through Combe. Everyone brings their flour to the mill, since they are forced to admit however grudgingly that the miller does a fine job. The mill is not particularly large, but ample for the needs of Bree-land. Its huge mill stones were cut by the finest craftsmen in Fornost. The grain is ground by the cutting action of the millstones, and the miller carefully adjusts their speed to the density of the grain.

For some reason, millers are rarely popular in the districts they serve. Many seem to feel that the miller is taking bread out of their mouths, since he takes payment in flour. There is also the feeling around town that millers grow prosperous from other peoples' sweat and labor.

Bree-landers really have no cause for complaint with their current miller. Bill Rushlight is as honest and as cheerful as they come and would not think of cheating a customer. It's just that farmers, being self-sufficient, find it galling to have to go to another source to grind the grain that they grow.

Bill Rushlight has as good a relationship as a miller can have with the farmers of the surrounding area. He is considered a fine, upstanding, well-to-do man. Hearts have softened towards him since his recent marriage to May Woodstock, a pretty but impecunious orphan. Everyone in Bree pitied her misfortunes, and all were pleased and surprised when Bill, a confirmed bachelor, made her his wife. To add to the excitement, Rushlight whisked his new bride off to Fornost for the honeymoon. Although considered slightly crazy, the gesture increased the miller's popularity considerably, since the Bree-landers, solid farmers that they are, love a romantic story. Bill is of medium height and has a broad build. May is twenty years old and is expecting the couple's first child very soon.

4.33 BERNAR MOSSY, BLACKSMITH

There aren't many horses in Bree, but there's still plenty of work for the blacksmith to do. Bernar is a good blacksmith and makes excellent farming tools and horseshoes. His skills are limited to these fields, however, aside from a little bit of ornamental ironwork that he does as a hobby. He can make a respectable scythe, but Bernar is not a weaponsmith and has no interest in that craft.

The blacksmith is the tallest man in Bree (except for Meneldir), standing about 6'2" in his stocking feet. Bernar is also the strongest man in the town. Not that it matters, since he never wrestles and has

never been known to get violent in a quarrel. Because of his size few bother him. Bernar's smithy is located across from the inn, and he has a snug house on the slopes of the hill. The shop is large and well-equipped, since he does most of the metal working for the area. Bernar's son and two apprentices give him a hand with his work.

4.34 DUFFY NOBWOOD, CARPENTER

Duffy is the youngest craftsman in Bree. He is actually a newcomer to Bree-land and is originally from a village north of the area. Duffy was sent to be apprenticed to his uncle in Bree, since he seemed to have a talent for woodworking. His uncle Sam was a fair carpenter with a passion for strong drink and recklessness. Two years ago he ventured onto the Barrow-downs one night and never returned.

The disappearance left twenty year old Duffy in charge of the shop. Duffy is the opposite of his uncle and is extraordinarily shy and retiring. He is a fairly good carpenter and is not above learning an old trick from a more experienced hand than himself. Duffy's primary work lies in furniture and cabinet making, as well as in making boards for flooring; he does very little house construction since the homes of Bree-land are made of stone.

Duffy has two Hobbit apprentices that help him in his work, and since he is the only carpenter in Bree his workshop and yard are fairly large. Duffy has imported fine carpentry tools for his work and the results have been so satisfactory that his trade has doubled. Duffy is particularly shy of women and has been known to duck about corners on the approach of a particularly attractive girl.

4.35 COBMAN GREENWOOD, TANNER

Another bachelor, Cob is in his early thirties. When the tanyard came to him seven years ago, he purchased some land outside the Bree walls and moved the yard there. People were very pleased, since tanning leather is a smelly affair. Like Duffy, Cob is a decent but not extraordinary craftsman. He produces good leather for everyday use and meets the needs of the Bree-landers. He works primarily with cow-hide, sheepskin, goat skin, and occasionally deer skin.

Cob is a careful worker, primarily because he is not fond of his trade, but is too proud to allow himself to be accused of shoddy workmanship. His primary desire lies towards farming, and to this end he keeps some cattle and sheep and is saving money to buy some land. Cob is courting May Thistledew, one of Will Thistledew's daughters.

4.36 HAM AND CORA RUSHY, THE INNKEEPERS

In Eriador the innkeeper is usually an important local figure. It is at his establishment that people gather to hear the news and to talk to the many strangers who travel the great roads. It requires an astute innkeeper to tactfully manage the crowds that pass through the inn. The beer and ales must be good, the ponies must be stabled, and the food must be cooked to dozens of different tastes. The common room should be lively but not too rambunctious, for after all, The King's Rest is a respectable inn and not a tavern.

The current innkeepers, Ham Rushy and his wife Cora, are equal to the task. Cora confines herself primarily to the kitchen, scrupulously supervising the preparation of all foods served. Several times a week the couple hitches up their wagon to shop for produce at the local farms. In addition, the maids are sent out daily for the more perishable items on the inn's bill of fare. The Rushys keep no livestock, since it would take up room in the stables and inconvenience the guests, but their neighbors do. The innkeepers' purchases are the steadiest source of cash for many of the farmers about Bree Hill.

Cora handles the finances, seeing to it that each traveller pays his bill of fare. She is cautious about who she takes in; if a traveller looks very impecunious, she will tactfully suggest that he spend the night in the common room or not unreasonably demand that he show some proof of his ability to pay. Dwarves, she claims, are her most reliable customers. It is considered quite acceptable for the

innkeeper to demand payment in advance; after all, these are hard times for many. In truth, ten years ago, they could have done with a larger inn. Now, due to reduced traffic along the roads, the size of the inn is just right.

4.4 FIGURES OF INTRIGUE

Bree may be one of the quietest towns on Middle-earth, but all sorts of people, good and bad, pass through the town. Some people are just ordinary travellers, others are merchants, and some are thieves. The less reputable travellers will wait till they are outside of the borders of Bree-land before making trouble for their fellow travellers, perhaps arranging an ambush along the road.

4.41 THE BANDITS

A well-organized group of bandits patrols the Greenway and the Great East Road. They have spies in Bree-land and prefer wealthy targets. Other marauders sometimes make their way into region and operate less efficiently but more violently, terrorizing travellers and stealing livestock.

Cormac the Northman

Cormac the Northman is the undisputed chief of the bandits. He is dishonest without being either ruthless or cruel. Banditry is his profession, and Cormac has transformed it into a fine art. The Northman has organized his band on three precepts: murder, senseless violence, and rampant looting are bad for business. After all, if one murders the wealthy merchant one has just robbed, it makes it impossible for the victim to travel that way again. Murder and violence also have the unfortunate tendency to bring the wrath of Meneldir and of the Army of Fornost down upon one's head. Besides, Cormac is easygoing and prefers to avoid violence.

Cormac is 6'4" and can be remarkably persuasive. He prefers the direct approach and will greet travellers with the timeworn phrase: "Your money or your life." This has never failed to bring results, since Cormac always has between 10-25 archers nearby as tools of persuasion. Victims are stripped of most of their cash, but not all, and then permitted to go on their way unmolested. Cormac fancies himself a gallant and does not permit his band to search ladies, though he will take their jewel box. His bandits will never attack a well-armed party or a group of obviously poor travellers.

Cormac has never killed a traveller in all of his banditry. He deals ruthlessly with other especially violent bandits who invade his territory. Cormac has no desire for the guard and the rangers of Arthedain to begin combing the region; murders along the road would make this intervention very likely.

Cormac meets with Hal Broadleaf several times a week and is well informed on the goings-on in Bree. He occasionally visits the King's Rest disguised as a peddler to keep an eye on things. Cormac slips into Bree to visit Maisie about three times a week.

Eowic the Archer

Eowic is Cormac's second in command. He is intelligent and competent and leads any assaults that Cormac does not participate in. He too, prefers not to get violent and is just as persuasive as Cormac. Eowic has an eye for discovering valuables and has won the archery contest at the Bree fair for the last three years.

The Bandits' Organization

There are forty bandits in all. Generally they split into two groups, one group taking the Greenway, the other the Great East Road. They are well informed as to the location of the patrols through their spies, and have scouts of their own patrolling the region.

The bandits have their headquarters in an abandoned manor house ten miles southwest of Bree. It has been rebuilt and re-fortified and lies amid dense, tangled forest. A few men keep watch during the day. Twelve women share the quarters with the bandits.



The traffic along the road is heavy enough that Cormac and his companions make a fairly good living. They are flexible in their demands and will sometimes stop farmers and confiscate a portion of the edibles they are taking to market. Frequent small sorties into Bree supply the bandits with chickens, potatoes, flour etc., and they will sometimes buy what they need from local villages.

4.42 TRANSIENTS

This section provides a list of travellers that adventurers might encounter in the common room of the King's Rest or in the Bree region.

Gandalf the Grey, Wizard

Gandalf is an infrequent visitor in Bree-land, but he is well-known by sight. Few realize the extent of his wizardry. Gandalf is interested in ridding the downs of wights, and if he sees a suitable party he will arrange an expedition.

Gandalf prefers to keep to himself and dislikes being badgered by questions or asked for favors. Although he might suggest an adventure, he will play a very minimal role.

Helvorn the Ranger

Another infrequent visitor, Helvorn spends most of his time patrolling south of Bree-land discouraging bandits and other troublemakers. He is a ninth level Ranger and very familiar with the countryside around Bree-land. Helvorn is quiet and retiring, though he will listen attentively to any gossip and news in the common room. Helvorn is the brother of the current lord of the Eldanar family and wishes to free the family barrow from its wight.

Purdin the Merchant

Purdin spends most of his time on the road; he passes through Bree-land about once a month. He is a wool-merchant and has many customers in Tharbad and northern Gondor. Purdin is cheer-

ful and easygoing, in spite of the fact that Cormac has robbed him twice. The merchant has four men at arms to escort his goods and is always looking for a bigger escort. Purdin is well-liked and trusted, and a good friend of Meneldir.

Rush the Peddler

One of the few peddlars left, Rush is frequently seen in Bree-land. There is little going on in the region that he doesn't know about, and he occasionally acts as a contact for Cormac. Rush rarely has enough money to pay for his food or lodging, but the innkeepers oblige him and exchange bed and breakfast for an odd job or two.

Braith the Tinker

Braith is an ex-soldier of Angmar who drifted into Eriador after his years of service. He is an Easterling and is considered rightly a slimy wretch with no scruples. Not even Cormac will associate with him. Braith usually appears at the Autumn Fair, since he is a pickpocket of the first calibre. He rarely comes to Bree at other times since he knows Meneldir is suspicious of him.

5.0 THE BARROW-DOWNS AND THEIR HAUNTING

Eastwards the Barrow-downs rose, ridge behind ridge into the morning, and vanished out of eyesight into a guess:... Their way wound along the floor of the hollow, and round the green feet of a steep hill into another deeper and broader valley, and then over the shoulder of further hills, and down their long limbs, up their smooth sides again, up on to new hill-tops and down into new valleys. There was no tree nor any visible water: it was a country of grass and short springy turf. The Fellowship of the Ring, I, chap. 8.

Southwest of Bree — just to the west of the Greenway and South Downs — lie the beautiful yet ominous Barrow-downs. The Barrow-downs are an odd geographical beast: barren, grassy hills sandwiched between areas of rich fertile land. This uplift seems to be geologically different from the North Downs, near *Fornost*, which the Dwarves once mined. There is no record of mines on the Barrow-downs, indicating that they are most likely chalk hills.

Indeed, from a practical point of view they are good for little except grazing sheep and scaring the daylighters out of people. These practical considerations probably influenced the Edain when they elected to build tombs on the downs; it makes little sense to waste fertile soil on barrows. The visibility of the site may also have affected the choice; the mounds on top of the downs look impressive, especially when crowned with stones.

The barrows of the First Age are all clustered towards the north-eastern edge of the downs, close to the ancient town site. Many of these have worn down to very low mounds. Many of the standing stones that decorated the top of the mound have fallen or eroded, giving the ancient mounds a tumbled, worn-down appearance. The downs were used as a burial ground early in the First Age, until the Edain departure for *Beleriand*. Three additional mounds were built at the conclusion of the First Age to hold the remains of those Edain who fell in the final battles against Morgoth.

The existence of the Tyn Gorthad was recalled by the wise of Numenor throughout the Second Age, but in the latter days it was forgotten by all but the Faithful. When the Third Age began, the Kings of Arnor decided to return to the ancient ways of their forefathers and made their graves in simple barrows. They held the an-

cient barrows in great reverence and made their barrows simple, in conformity with the old tradition. Many of the great lords of Arnor followed the example of their kings and were also buried upon the downs.

5.1 THE NATURE OF THE BARROW-DOWNS

The downs are arranged like an interlocking series of concentric ridges which march steadily southward from the dike and wall on Cardolan's northern boundary. Most are long escarpments which resemble southwestward-facing steps. Their more forgiving slopes face the Misty Mountains to the north and east. Short grass and heather coat their spongy flanks. As one travels east toward the Greenway the longer ridges give way to more circular, higher hill and ridge combinations, and it was in this area that most of the tombs lie.

The burial downs are smaller remnants of earlier hills which have heavily eroded over their long lives. Like mounds cast down upon the landscape, they are round hills, each encircled by its own ridge ring. It is upon the hills that the barrows were built. A small circular depression surrounds the central hillock and serves as sort of a grassy dry moat. The ridges simply act to separate and protect them, just as a wall of earth guards its enclosed keep. Their inward facing slopes are steep, while those looking away from the central mounds are gentle. Curving, shallow valleys lie between each ridge ring, and make the downs seem like isolated little forts.

The greatest of the barrow sites are hills with tops that have been naturally or artificially flattened or have grassy depressions. In each case, their hilltops are surrounded by a green earth ring which encircles a central man-made burial mound.



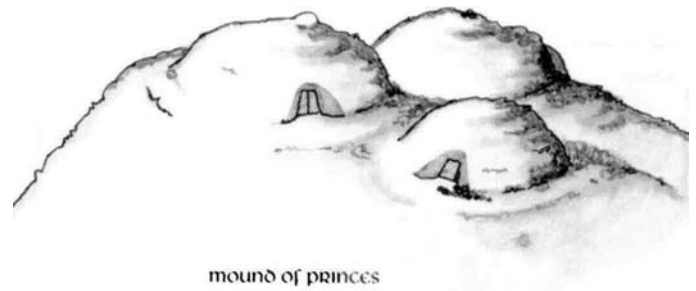
FIRST AGE BARROW

As noted, in T. A. 861 Arnor was split into three lesser kingdoms: Arthedain, Cardolan, and Rhudaur. The lords of Cardolan viewed the downs as an area of strategic importance and fortified the northern boundary with a dike, a hedge, and a wall. The location was strategically important, since the Barrow-downs are only a few days journey from Weathertop and the great tower of Amon Sul. They also built a small fort on the northern Barrow-downs to guard against border raids. Cardolan's princes continued all along to use the Barrow-downs as a burial place. The devastating assault of Angmar brought an end to burials in this region, in part through the elimination of Cardolan's royal house. In 1409, the last prince of Cardolan was laid to rest on the downs, and they fell into disuse. Later, the stones of the ruined fort were used to rebuild Bree.

5.2 THE STRUCTURE OF THE BARROWS

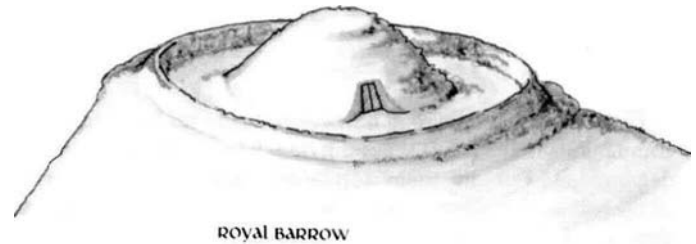
The graves upon the Barrow-downs vary greatly in size and structure. The simplest are stone-lined pits covered with a mound of earth; these are naturally unhaunted on the inside since there is no entrance or exit. The mounds are often constructed of gravel or

rubble covered by a layer of earth. These burial sites are First Age graves containing lesser members of the nobility, and are often clustered atop a ridge or on a smaller hill. Some were actually



mound of princes

interconnected. Frequently other, later burials have been made at these sites simply by excavating a portion of the mound, interring the body, and then refilling the cavity. The only treasure to be found in these tombs is generally to be obtained by digging up the mound, which would quite naturally be frowned upon by the local residents, not to mention the still-powerful kings of Arthedain.



ROYAL BARROW

Other tombs are more complex. Some are accessible by a long stone-lined shaft. These are built out of large, upright, interlocking rectangular stone blocks or posts set in a circle and covered with long ceiling stones (lintels). The most elaborate vaults consist of sophisticated stone cairn construction, with one or more chambers covered with an earthen mound that is topped by a protruding tooth of jagged stone. These tombs were used by several generations; the entrances were carefully filled after the last body was interred. Walls were sometimes decorated with strange carvings in abstract shapes and designs. Most of the Edain kings and queens are buried in this type of barrow, sharing the grave with their families and other kings.

The Dunedain built more sophisticated tombs than did their fore-fathers. Some of the tombs of the early kings of Arnor bear a closer resemblance to a complicated earthwork rather than a simple barrow, but the basic design is very similar. The resemblance that springs to mind is that of a smial, for the Dunedain barrows are indeed houses of the dead rather than simple graves.

A certain amount of ancestor reverence seems to have been part of the Dunedain outlook; they are often full of treasure. This alone implies a certain awe and respect for the dead, since it is not particularly practical to bury valuables with a dead person who has no use for it. This notion naturally produced a rather cautious mental-

ity when building tombs, since the Dunedain, being prudent, realized that although they revered the dead, their attitude was not universal.

As a result, all of their tombs are barred with stout, heavy doors fixed with special locks to prevent access by the unwanted. The interiors are lined with reinforced stone, making it virtually impossible to enter the tomb by digging through the mound. Some of the keys to the barrows are with the kings of Arthedain, but the wights seem to have the power to open or close the doors at will. Most tombs contain pitfalls to trap the intruder. These traps all contain mechanisms to shut them off when the proper folk use the passages.

Traps, however, are among the least of an adventurer's worries upon the Tyrn Gorthad.



king's barrow

The graves themselves contain not only gold, but weapons that can wreak grievous harm upon the servants of Sauron and the Witch-king. When these weapons are guarded by wights, and many are, it makes it difficult for the Dunedain or anyone else to use the weapons against his servants. The situation is rather like a dragon guarding a dragonslaying sword. Any of the ancient weapons of Numenor that lie in the barrow are useless unless the wights are first overcome, a difficult but not wholly impossible task.

The main weapon of a barrow wight is fear. For an ordinary mortal, wights embody all the dark fears and nightmares of childhood. Wights are akin to lesser Nazgul — spirits under the sway of the forces of Darkness. They are not precisely the spirits of the kings laid to rest in the barrows — or so believe the men of Arthedain, since they are convinced that those souls departed for the *Halls of Mandos* long before the tombs became haunted. They are made more dreadful because wights can move unseen and unheard and come upon the unwary at close quarters.

5.3 THE WIGHTS

In the year following the dreadful Plague of 1636-37, evil spirits from Angmar and Rhudaur entered the Barrow-downs. In this way the mighty Witch-king perverted and reinvigorated the fallen princes of Cardolan, making evil ghosts of them, and slaves of his will. Their power is limited to the downs and is only effective within the barrow or out of doors during the night, but still they serve their horrific purpose. After two shepherds disappeared upon the downs the Bree-landers soon learned of the danger; Gandalf cautioned people against venturing onto the downs after darkness had fallen.

The Bree-landers prudently heeded the warning, and only three reckless souls have been lost upon the downs since that time. Travellers are warned against them, and children have heard enough to know better than to play on the mounds. Most children west of the hill are not permitted to play unsupervised, for fear that as part of some silly game they may venture upon the Barrow-downs. The people of Bree-land do not live in perpetual fear of the wights, for by this time they have learned the limits of the wights' power and take sensible precautions. Being farmers very few of them really have any natural desire to play the hero.

At first glance the presence of wights upon the downs seems almost meaningless. They hurt very few people, and even the terror

they inspire is wearing off. But the wights dwell upon the Tyrn Gorthad for a purpose other than that of harassing an occasional traveller. The wights are symbols that point to the waning of the Dunedain of the North since the coming of Angmar; the men of Arthedain now lack the strength to keep their ancient graves free of unclean spirits.

Those who encounter the wights must resist versus the terror. If they fail they are paralyzed with fear and unable to move. Only great power, luck, self-discipline, or presence can salvage the unfortunate. After all, flight is often the best recourse, particularly since the touch of a wight is much like that of a Nazgul: cold, lifeless, and killing. It yields a deep sleep that can only be magically broken; otherwise the victim will never awaken. When stricken, the unfortunate victim dreams of the final hours and the most terrible moments of the original inhabitant of the tomb. Wights normally carry their victims into the barrows and deck them with jewels, and then perform a ritual sacrifice.

Wights appear as dark, shadowy human forms with eyes akin to faint lights. They inhabit the same world as the dreaded Ringwraiths and are difficult to perceive as anything other than dark shapes. If seen with the power of the One Ring or with other special magics, wights seem to take the tattered forms of great lords of men with cold cruel eyes.

Wights are extremely difficult to maim and kill. They can be harmed with non-magic or magic weapons, but use the large creature critical strike table. Magic weapons deliver double the hit damage when employed against them. Criticals effect wights in a minimal way, since wights cannot bleed to death. They must be given over maximum hits or be impaled in the heart to die. They wield +20 evil swords which contain the same sleep spell that the wights use as an inherent power. In order to completely destroy a Barrow-wight, the spell laid upon the barrow must be broken and the wight must be dispelled. If the spell upon the mound remains unbroken, the barrow will shortly be reoccupied by another wight.

To break the spell upon the barrow, the treasure must be left free for all finders, although the slayer is permitted to take a few items from the hoard. Treasures in the haunted barrows are cursed and to take them for oneself is to invite a terrible doom; the taker will eventually be transformed into a minor Barrow-wight. To take all of the treasure for a purely good purpose would also break the spell.

NOTE: *Part of the dispelling ritual of the wight demands that they be killed for the right reasons, i.e., because it is an evil creature and not because it has some treasure that the slayer desires. Such an action would lower the adventurers to the level of evil of the wight and make the monster impossible to dispell. To kill a wight and to recover an ancient sword desired by the Dunedain is acceptable; of course the slayer is himself entitled to a treasure or two. Under no circumstances should they be greedy. A GM who sees the signs of greed in the player characters should act accordingly. Besides, if one wished to be truly technical about the possession of the treasure, it legally belongs to the king of Arthedain, who is the heir of the kings of Arnor and a descendant of many of the men and women buried upon the Tyrn Gorthad.*

The King of Arthedain has issued a decree forbidding people to venture upon the downs after dark, or to disturb any of the barrows upon the downs unless he commands otherwise. Gandalf the Grey could persuade the king to give permission if the wizard thought that a group was suitable for undertaking a quest upon the downs.

Wights can only be dispelled by very powerful magic. Their presence is due to the charms of the Witch-king, and their own intrinsic power often exceeds 20th level. Thus, adventurers attempting to cleanse the greater barrows will need the aid of strong spells or a spell user. Those such as Gandalf or Tom Bombadil might venture by accidently, but the circumstances would be unusual. These

are remote figures of power who work subtly or within the confines of specific or random locales. Neither would come forth unless previous arrangements were made; and in the scheme of things, they only employ that power necessary to right the balance. In addition, Bombadil is a fellow of the Old Forest and leaves only upon the bidding of those few he calls friend. As for the powerful Elves, they believe in letting humans handle their own problems and lending a helping hand only if it is absolutely necessary.

Non-player characters such as Gandalf and Glorfindel should act more in the manner of counselors, allowing the players to make their own mistakes and hopefully let them learn from the results. They will also obviously not send into one of the tombs people who have no chance against a Barrow-wight. They, like other wise counsel, will emphasize one resort: should someone be trapped in a barrow, there are plenty of magical weapons lying about.

In *The Fellowship of the Ring* Tom Bombadil sent the Hobbits onto the Barrow-downs during the daylight, for the wights have no power during the sun's hours. Creatures of the Shadow-world are blinded by the sun; they lose form and retreat to the darkness. Wights are no exception. Of course, the term daylight means exactly that; spells which simulate sunlight will not affect wights. So there can be a safe time, albeit fleeting. When darkness falls it is best to stay on the Greenway or Great East Road, highways that skirt the edge of the downs. Greed is not a good reason to leave them. The chances of meeting a wight upon the downs at night are 95%, since the foul creatures have an acute sense of hearing and can sense the warmth of living souls nearby.

There are three varieties of wights upon the downs: greater wights, lesser wights, and minor wights. The minor wights occupy the cairns of the First Age, guarding the few treasures within. The hoards within these tombs are quite small, since they were placed there before the Edain had the opportunity to learn various skills from the Noldor of Beleriand. These wights are there to taunt the Diinedain, not to guard a valuable treasure, since there is little magic in these mounds.

5.31 MAJOR WIGHTS

These inhabit the tombs of the Kings of Cardolan, of which there are few.

Level/#	Sz/Sd	Hits	AT	DB	Melee	OB	Crit Table
25-30/14	m/m	170-220	19	30	150-200		S. Large cr.

Spells: Fear, 60 ft radius; Paralysis and Sleep, upon touch; Returning, unless dispelled, a major wight returns in thirty-six rounds.

Weapons: +30 evil longsword (ls) with an embedded Paralysis and Sleep spell. In order for the weapon's spell to take effect the wight must give the victim a critical strike.

5.32 LESSER WIGHTS

These haunt the tombs of the Princes of Arnor and Cardolan and the greater of the ancient Edain.

Level/#	Sz/Sd	Hits	AT	DB	Melee	OB	Crit Table
15-20/50	m/m	100-150	13	30	70-120		Large cr.

Spells: Fear, 30 ft radius; Paralysis and Sleep, upon touch.

Weapons: +20 evil longsword with an embedded Paralysis and Sleep spell.

5.33 MINOR WIGHTS

The minor wights guard the more modest barrows, many of which are clustered in groups along the down ridges or on smaller hillocks. They rarely venture outside.

Level/#	Sz/Sd	Hits	AT	DB	Melee	OB	Crit Table
10-15/100	m/m	70-120	9	30	50-100		Large cr.

Spells: Fear, 15 ft radius; Paralysis, on touch.

Weapons: +15 evil longsword.

Minor wights are obviously the dregs of undead society, for which Sauron has no other use but minor haunting. They are, however, excellent practice for the inexperienced adventurer.

6.0 BARROW LAYOUTS

As noted above, there are literally hundreds of tomb sites on the Barrow-downs. Most are simple mounds of rock and rubble covered with earth. Others are elaborate grassy hillocks mounted on the higher hills and decorated with cairns or great spikes of stone. Many of the greater barrows are surrounded by smaller tombs built for retainers and relatives. Their connecting tunnels act as labyrinths ripe for adventurers.

Edain Conservatism

The Edain and Dunedain often reused names, especially in royal families. This is due to a great reverence of the past and, in particular, their ancestors. They have at least this one thing in common with the Dwarves, and this conservatism is carried into the architectural themes. Barrow construction shows a very slow evolution.

Certain features can be found in nearly every major tomb and we ignore constant references to them. For instance, most passages have six to seven foot ceilings and the majority of chambers have twelve to sixteen foot vaulted roofs. Earlier barrows employ vaulting which is based on intertwined pointed arches rather than true curves or rounded arching.

The Edain and their Dunedain descendants preferred stone trap mechanisms which block the intruders entry or exit. Falling ceiling blocks and complex pit mechanisms are the norm in the barrows. Practical economy led to a reliance on gravity and this concept, together with a bit of cleverness, led to the construction of devices which were set in motion by excessive weight. A simple stick will not do to uncover these pitfalls.

The Lure of Treasure

The state of the barrows is not static; wights are perfectly capable of opening chests and playing with the baubles contained within. Often, in fact, the treasure will probably have been removed from the chest and laid in piles upon the floor. They also have a preference for opening the doors of the barrows at night, in the hope of enticing visitors. Normally, the exterior locks need only be picked during the daylight hours.

The jewelry items include a broad range of things from necklaces, bracelets, rings, etc., to belts, jewelled swords, helms and daggers. The superb workmanship of these items is unmistakable to one of the Dunedain and will undoubtedly evoke comment if the market should suddenly become flooded with them.

6.1 EDAIN BURIALS UPON THE TYRN GORTHAD

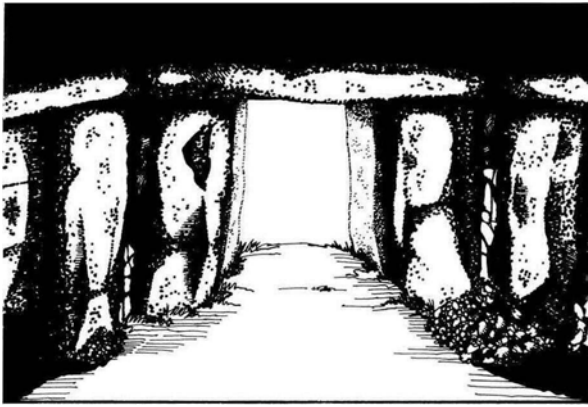
Fifteen lords and ladies of the Edain nobility lie in cairns on the downs; in addition, twenty-three lesser burials also dating from the First Age are grouped here. There are also three special barrows built near the conclusion of the First Age which contain the remains of bold Edain warriors who fell in the final battle against Morgoth. Eight Kings of Arnor, six lords of Arthedain, seven lords of Cardolan and a number of other lesser lords and ladies have been laid to rest upon the stark downs. Many of the lesser tombs are clusters with narrow interconnecting passages, but the majority of barrows are in groups of modest, isolated tombs.

The Edain tombs are marked by their relatively simplicity, for they were built in the Elder Days.

6.11 THE MOUND OF PRINCES

This most magnificent and unusual barrow holds the remains of three Edain princes who fell in the War of Wrath. The burial vault was erected by the Noldor as a monument to their bravery. It was meant to stand as a reminder of the ties that bind the Edain to Middle-earth and to remind all of the terrible losses of that long and brutal First Age war.

The Mound of Princes is the largest monument upon the Barrow-downs and is topped by a large ring of enormous standing stones. The interior of the tomb equals in elegance and riches the finest



tombs of Númenor. The walls and floors of this tomb are covered with the finest marble.

Three **major wights** haunt this complex.

A. Passage to the main tomb. This entrance is barred by a magical door. Some keys are undoubtedly in the hands of the Wise, but they are never circulated. The wights do not care, however; those concerned with the haunting know opening spells. The 30' passage slopes down to the main tomb.

B. Central chamber. A magic crystal orb suspended from the ceiling fills the chamber with light. The orb is made of the clearest laen, glistens with pure light, and hangs suspended from a mithril chain.

The walls of the chamber are covered with engraved, ornate inscriptions in Quenya, Sindarin and Adunaic. One set of engravings tells of the history of the House of *Beor* and its greatest heroes. Other walls describe the deeds and lineage of the princes laid to rest within. These inscriptions are magical; if the text is too long to fit upon the walls, the engraving shifts to allow for the entire story. An ordinary observer would have no idea of this, of course.

Princes have been laid to rest in **three smaller chambers** which adjoin the main room. The chambers are decorated in a similarly elaborate manner as the rest of the tomb, and each is barred by a heavy door that is magically locked. Glorfindel of Rivendell has the only key, and only she knows the word that if spoken, will open the door. Even wights have been unable to penetrate these inner chambers, for the spells protecting them are too strong. Each chamber is furnished with an enormous and bejewelled bed but otherwise bare of furniture, but for some chests.

C. The Tomb of Ostohor and Silwe. Long ago, Ostohor was slain battling a dragon; Silwe soon after died of grief. The couple lies on an ornate, canopied bed: Ostohor in full battle dress, Silwe in long silver robes decked with jewels. Both bodies are perfectly preserved.

Items upon Ostohor:

- +30 galvorn chain mail: that wears as full plate (AT 20) with no movement encumbrance.
- Matching belt: of galvorn and laen; casts the spell of sudden light 3x per day.
- Magic hat: acts as full helm; casts spells of Long Eye and Long Ear 3x per day.
- + 20 mithril shield: once a day bearer can use its Deflection spell; any missile fired upon the caster subtracts 100.
- Elven cloak; with permanent spell of Self-cloaking; + 75 to hiding bonus and + 20 to Armor class.
- Boots of Landing.
- Sulring: a + 30 longsword forged in Gondolin; it detects the presence of orcs, trolls, wights, wargs, dragons and other servants of Sauron within a radius of one mile. Sulring also slays these fell creatures, and enables the bearer to roll on the slaying table when fighting large or superlarge creatures, regardless of the critical inflicted. The sword is intelligent and has the power of speech.

Items upon Silwe:

- Mithril headband: set with a green emerald; this headband will triple the power points of any good person who can throw healing spells, regardless of profession; it also enables the user to utilize an additional 33 pp of first through tenth level healing spells whether or not the wielder can cast the spell intrinsically.
- Mithril and emerald ring: +30 bonus to wearer's DB. Analyzes all herbs and poisons.
- Cloak pin: allows the wearer to speak Entish.
- Mithril and emerald necklace: Lifekeeping upon the wearer however long and often it is required; it allows the wielder to cast any thirtieth level healing spell (except Lifegiving) once a day.
- Mithril belt: The buckle contains a compartment that preserves three doses of an herb indefinitely. The belt can also throw the spell restoration true twice a day.
- Silver robes: bestow AT 4 (soft leather -20) on the wearer.
- Mithril cup: set with emeralds; triples the effect of any herb; worth 25 mp.

The walls of the chamber are lined with chests filled with 7000 gold pieces worth of gold, silver and jewelry.

Three chests are magically locked. They are extremely hard (30) to pick, but they are not trapped. These chests are small, enchanted, and all but impossible to move.

Items in Chest One:

Magic books which belonged to Silwe are preserved in this chest.

- The Book of Elements:* This book is bound in dark grey leather; its cover is embossed in gold letters and reads, in Quenya, "Of the Elements." The entire text is in Quenya and can only be used by folk fluent in that language. The text contains runes of the first to the thirty-third level of the following Spell Lists: Fire Law, Ice Law, Earth Law, Light Law, Wind Law and Water Law. Each rune appears on its own page along with an explanation of the nature and effects of the spell. Also included are explanations of how to learn and memorize the spells. A bundle of notes in Quenya and sketches of the runes are contained inside the front cover, written by Silwe, apparently, in the course of her studies.
- Leather book: with two unknown runes upon it; high Noldor would recognize them as the Valinorean symbols for Este and Irmo. This book appears to have been placed in the tomb at a later date, perhaps for safekeeping by the Faithful. Any Noldo will recognize the text as one written in Valinor in Quenya-Vilya. Designed to teach spells to students, the runes cannot be used or burned off, only mastered or ignored. The text is extremely lengthy and contains detailed explanations of the nature of magic. Learning is hastened and any roll for a spell list explained within receives a + 20. Those unacquainted with Quenya will be unable to use it effectively, however. It contains passages on the following lists to twentieth level:

General Channeling: *Nature's Lore, Nature's Movement, Spell Defense, Surface Ways, Protections, Detection Mastery, Sound/Light Ways, Calm Spirits; Animist: Direct Channeling, Blood Ways, Bone/Muscle Ways, Organ Ways, Animal Mastery; Bard: Lore, Item Lore; General Essence: Sped Ways, Essence Perceptions.*

Items in Chest Two:

- Three magical + 20 bow strings: perfectly preserved.
- Three + 18 magic shortwords: detect orcs at 330 feet.
- Elven spell-enchanted rope: 300' feet; the user can cause the rope to move in any manner and to tie itself in knots, but it cannot attack a living being. If brought into contact with an evil being, the rope will inflict 1-3 hits per round.
- Flint and tinder: will instantly start a fire with any kind of wood present; flame will start low and spread normally.

Items in Chest Three:

- +20 magic bow: short bow that acts as a long bow, reloads once per round with no penalty.
- Fifteen +20 magic arrows.
- Amulet of the Eagle-tongue: invokes friendship with the great birds and allows user to summon an eagle from up to three miles away for a good purpose once per day.
- Elven cloak: +30 to hiding.
- Small round shield: + 15 versus melee; + 30 versus missiles.

Imrahil was slain long ago by a balrog, and his body, clothed in elegant battle dress, lies upon an ornate bed.

Items upon Imrahil:

- +30 galvorn chain mail: wears as full plate (AT 20) with no movement subtraction.
- + 30 magic shield subtracts 30 from all heat criticals.
- + 25 magic helm with the spell Long Eye upon it.
- + 25 mithril sword that detects orcs and other evil creatures.
- Boots that allow the wearer to wind-run and wind-walk at will. **Three chests** in the chamber are filled with 7000 gold pieces worth of gold and jewelry.

Items in the Tomb of Baragor

- +30 galvorn full chain: wears as AT 13, protects as full plate (AT 20) with a DB of +20.
- + 30 magic galvorn helmet.
- + 30 magic Shield of Lightness: weighs but a lb.
- + 25 magic longsword: slays orcs and trolls.
- +25 magic mithril spear: returns one round after it is thrown.
- Boots of Movement: each power is usable once a day; allows one to leap horizontally 75 feet or vertically 15 feet; allows one to land safely from falls of up to 50 feet; allows waterwalking for 1 min/1vl of wearer.

The Elves who built this tomb were determined to protect it from thieves, yet at the same time, they realized that the descendants of the Edain might some day have need of the magic that lay within. It is for that reason that Glorfindel has the keys to the tomb, so that the items might be retrieved and used for a legitimate cause. Gandalf and all of the Wise are aware of this state of affairs and approve.

Should someone enter the tomb without the keys, he will find all items shrouded in an eerie mist. They radiate magic, but are protected by a Word of Keeping set down long ago. Should they be taken by one who does not utter the Word, the taker must resist the 5th level curse or fall into a coma for 1-10 hours. (A roll for each item is in order). Once taken from the barrow proper the items lose 10 from any associated bonuses, but no other penalty is evident. Those knowing the Word, the Wise, will be aware of any of these items within 30 miles of their persons.

The Mound of Princes contains the richest treasures upon all of the Barrow-downs and magic that *Sauron* is determined to keep from the outstretched hands of the Dune-

dain. The *Necromancer*, taking no chances, has stationed three powerful servants within the tomb.

Two other barrows lie in the hills flanking the Mound of Princes. They are long and low, without entrances, and contain the bodies of the soldiers who fell in the final battle.

6.12 THE COMPANION BARROWS

As mentioned earlier, these barrows are quite simple in design and construction. They lie clustered in the eastern section of the downs and number thirty in all. Time has worn down the mounds so that they are no longer more than fifteen feet high. The contents of the mines are of little interest to adventurers; the skeletons within have long since crumbled into dust. None of these mounds has ever been plundered, although the stones sealing their entrance collapsed long ago and exposed passages only partially blocked now.

6.13 BURIAL CUSTOMS OF THE EDAIN

The Edain who lived near the Tyrn Gorthad were culturally civilized but not technologically advanced. They did master a simple iron technology: hunting and farming, and shaping gold and enamel jewelry of complicated, intricate designs. The Edain buried their royalty and nobility in their best robes with a few favored items: a favorite cup, necklace, sword, etc. Even members of the royal household were buried with little treasure, for the bulk of their belongings was passed on to the next generation. Anyone exploring one of the First Age barrows in T.A. 1700 will find only a few, scattered treasures of gold and remnants of swords and other weapons, copper and bronze items — badly decayed — may also be discovered. There is no magic in First Age tombs; therefore, the wights who haunt them are insignificant if pesky.

Below is a listing of all of the First Age mounds and the number of bodies they contain. Also included is a brief description of the contents. Pit barrows, which are inaccessible and unhaunted, will be identified and described. See the schematic for the location of each of the barrows.

6.131 THE TOMB OF BREGOR, 1.A. 110

This tomb contains the remains of four ancient Edain kings and their queens. (The Kings were Bregor, Bergund, Hurn and Benor.) About one hundred pieces of gold remain in the tomb along with silver jewelry and weapons. The tomb is single-chambered, the entrance partially blocked by fallen stones, and is haunted by a minor wight.

6.132 THE TOMB OF BARAGUD

This three-chambered grave holds what's left of Baragud and his family. About 150 gp of treasure remains within. The walls of this tomb have been carved with strange haunting patterns, and the entrance is completely blocked. The Tomb of Baragud is haunted by a minor wight.

6.133 THE TOMB OF HAMA AND BEEGOR

These two kings lay with their families in a double-chambered tomb. The first chamber is empty and serves as an anteroom; the second holds the remains. About 300 gp worth of jewelry and cups lay here. The passage is cleared of large stones, which are strewn about the entrance. Once the walls of this tomb bore paintings. They have long since faded.

The tomb is haunted by a lesser wight.

6.134 THE TOMB OF BERN, BEORN AND BARAN

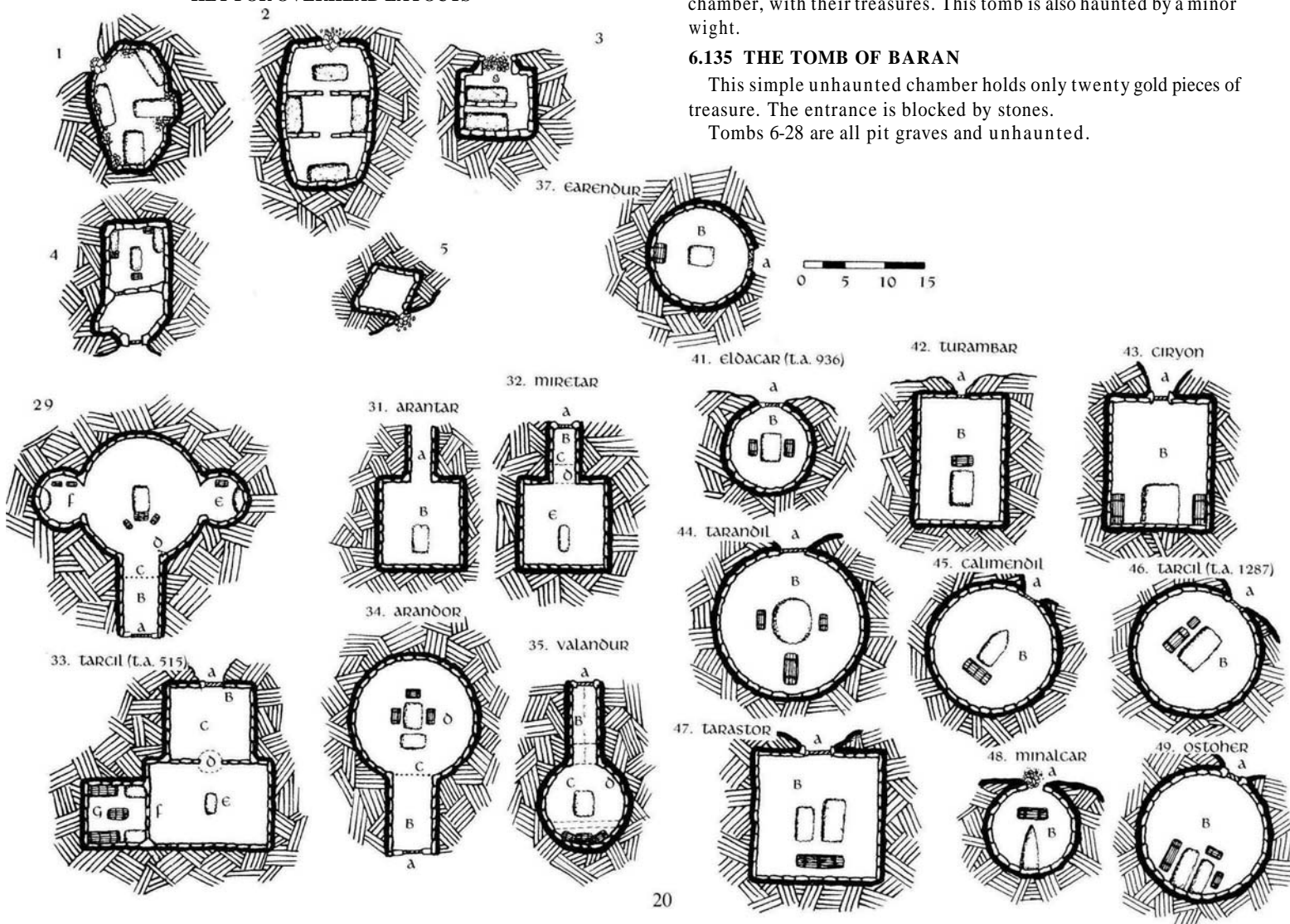
Three rich kings rest here. 400 gp of gold objects rest near them in this double-chambered tomb. The kings lay in the rearmost chamber, with their treasures. This tomb is also haunted by a minor wight.

6.135 THE TOMB OF BARAN

This simple unhaunted chamber holds only twenty gold pieces of treasure. The entrance is blocked by stones.

Tombs 6-28 are all pit graves and unhaunted.

KEY FOR OVERHEAD LAYOUTS



6.2 ROYAL BURIALS OF ARNOR

The Kingdom of Arnor was founded in S.A. 3320, but was not an independent state until T.A. 2. It was at that time that *Isildur* and his eldest three sons perished. From that time on Gondor pursued her own course.

6.21 VALANDIL, T.A. 249 (29)

The fourth son of Isildur, *Valandil* was the first King of Arnor to be buried upon the Barrow-downs. This barrow is large and imposing, though not so magnificent as that of the mound of princes.

One major wight haunts this tomb.

- A. **Entrance.** The barrow has no door, and the entry is supported by huge heavy timber.
- B. **Hall.** Ten feet wide, and twenty feet long; the floor and ceiling are lined with smooth grey stone.
- C. **Pit trap.** Triggered by 50 lbs in weight. A seven foot section of the corridor drops out dumping people 30 feet on to steel spikes (crush +30 and 1-10 + 30 mounted lances). The floor slides back into place, covering the unfortunates.
- D. **Key hole.** With the proper key a half turn to the right will disarm the pit trap.
- E. **Central chamber.** 30 feet in diameter. Valandil and his queen *Finduilas* are laid to rest upon a simple couch; the couple is dressed in royal robes. Six chests line the walls of the chamber. Each chest is locked with single padlocks; medium (-0) to open.

Items upon Valandil:

- 1. Numenorean chainmail: +25(AT 15).
- 2. Numenorean Longsword: +20; +25 against orcs and trolls; detects evil.
- 3. Numenorean dagger: +15.
- 4. Elven Cloak of Lothlorien: +50 for hiding; +10 for leaping, landing, and diving.

Items upon Finduilas:

- 1. Jewelled comb: Keeps hair perfectly in place; worth 25 gp.
- 2. Woven Numenorean gold bell: Set with gems worth 50 gp; adds +5 to the wearer's presence.
- 3. Elven cloak of warmth. Keeps the wearer safe and comfortable in weather up to -30 degrees F; +25 to RR vs. cold attacks.

Items in Chest One:

- 1. Two +15 shortwords: Numenorean workmanship.
- 2. Mithril chain mail: AT 19 (-20).
- 3. Ten +15 arrows.
- 4. +20 mithril helm: 50% chance it negates result of head criticals.
- 5. Pouch: keeps three doses of any herb fresh, and contains three doses of *Athelas*.

Items in Chest Two:

- 1. Three arrows of Trollslaying.
- 2. Harp: perfectly in tune, with unbreakable strings (gut) and worth 75 gp.

Remainder of the chests contain a total of 1,000 gp worth of beautiful jewelry and gems, wonderfully worked.

6.22 ELDACAR, T.A.339 (30)

Eldacar shares the tomb with his queen *Namarie*, one of his sons, and a daughter. The tomb is much like that of his father, but has three chambers.

A major wight haunts this tomb.

- A. **Entrance:** Heavy wooden and steel reinforced door, locked. The lock is a medium maneuver roll to pick
- B. **Main passageway:** twenty feet long.
- C. **Steel portcullis.**
- D. **Mechanism for raising the portcullis:** The mechanism must be locked with the proper key or the portcullis will rapidly descend six rounds after it has been raised, thereby sealing people within the central chamber.
- E. **Central chamber:** 15' in diameter. Eldacar and the queen lie on a couch in the center of the chamber. They are covered with jewels, and a large chest sits at the foot of the bed, flanked by two smaller chests.

Items on Eldacar:

- 1. +25 magic chain mail (AT 15).
- 2. +25 magic shield.
- 3. +20 magic sword that detects orcs in a one mile radius.
- 4. Dragon skin helm; +20 bonus to wearer's RR versus all heat attacks. Subtracts 20 from heal critical rolls.
- 5. +15 magic dagger.

Items on Queen Namarie:

- 1. Magic comb that keep hair perfectly in place.
- 2. Ring of Blinding; affects one target within 100'; target must resist or become blind for 1-100 rds; RR failure by more than 100 result in permanent blindness; usable twice per day.

Items in Large Chest:

The keyhole of the chest is trapped and very hard (-20) to detect. A needle tipped with a fifth level dose of the poison Klytun will be fired should someone attempt to pick the lock. People who fail to resist fall in a coma for three days. Those who fail their RRs by more than 100 are in a coma indefinitely.

- 1. +20 magic Numenorean hunting knife.
- 2. +15 longsword, detects trolls within three miles.
- 3. +15 composite bow.
- 4. Three +20 Numenorean long knives that can be used as +20 short swords and can be thrown as +20 daggers.

Items in the Small Chest on Right:

- 1. Tray with compartments. Contains a variety of different shades of unguents and makeup; (eyeshadow, blush etc). The containers are magical; they can never be used up. Once applied, makeup used from the container will last 1 day and can be altered with a round of simple concentration. The makeup adds a +25 bonus for any disguise.
- 2. Small round mirror. When held at a full arms length, this mirror acts just like a full length mirror. When struck hard against an object an encircling blade springs forth from the edge which acts as a +5 broadsword. The blade retracts immediately.
- 3. Jewelled comb. It automatically removes tangles and is worth 30gp.
- 4. 500 gold pieces of jewelry.

Items in Chest on the Left:

- 1. 750 gold pieces worth of beautiful jewelry.
- E. **Side chamber:** Contains the body of the prince, and a single small chest.

Items upon the Prince:

- 1. +15 magic chain mail (AT 15).
- 2. +20 magic broadsword.
- 3. +15 magic short bow; has unbreakable bow string.
- 4. Eighteen +15 magic arrows.
- 5. +20 magic shield.

Items in the Chest:

- 1. 200 gold pieces of royal jewelry.
- 2. +10 magic chain mail.

- F. **Side chamber:** Contains the body of the princess and two chests.

Items upon Princess:

- 1. Cloak of Lothlorien with matching brooch.
- 2. Ruby necklace Animist spell device, triples power points.
- 3. Ring, the spell of tree door (Allow caster to enter one tree and exit from another 100' per level away.).

Items in the Chest 1:

- 1. Wand of herblore.
- 2. Wand of enhancement. Doubles potency of any herb.
- 3. Text in Quenya contains the complete runes of Animist and clerical spells to twenty-seventh level. The text is for study only; the runes can not be burned off.

Items in the Chest 2:

- 2. 200 gold pieces worth of jewelry.

6.23 ARANTAR, Son of Eldacar, T.A. 435 (31)

Arantar commanded a simple burial, and his barrow is entirely in keeping with his commands. Unlike his predecessors, Arantar is buried only with his weapons and armor.

One lesser wight haunts this tomb.

- A. **Passageway.** 7' long, 3 1/2' wide, and 7' high.
- B. **Square chamber.** 10' x 10' x 7'. Contains the body of Arantar.

Items upon Arantar:

- 1. +20 magic broadsword.
- 2. +20 full shield.
- 3. +20 chain mail (AT 15).

6.24 MIRETAR, T.A. 400 (32)

Queen *Miretar* was the wife of Arantar. The elaborate funeral the king denied himself he lavished on his wife. The tomb is identical to that of Arantar, but beautiful tapestries cover the wall.

A lesser wight haunts this tomb.

- A. **Heavy door.** Wood and steel. Its lock is extremely hard (-30) to pick.
- B. **Entry hall.** 7' long, with a 7' ceiling.
- C. **Hidden panel.** Covers a key hole. When the proper key is inserted and turned, all traps in the tomb are disarmed. A turn in the opposite direction will open the pit trap (D). The lock is extremely hard (-30) to disarm without the key.
- D. **Pit trap.** Activated by 50 lbs of weight. There is a twenty foot drop onto steel spikes poisoned with *Yavin Gurth*. The 7th dose will send victims who fail to resist into a coma that erases their memory (and experience) for the past week. The roof of the pit trap closes swiftly, trapping people below the floor.
- F. **Square chamber.** 10' x 10' x 7'. It contains the body of queen Miretar. The walls hold three beautiful tapestries. Three small chests hold gems worth 300 gp.

Items upon Mirelar:

1. Ruby Pendant of Herblor: Usable 3x a day; worth 50 gp.
2. Mithril comb: Removes or inserts tangles and curls with 1 rnd of concentration and combing; worth 70 gp.
3. Elven spindle: Spins fine thread at 3x normal rate.
4. Elven mithril bobbin: Thread wound on this bobbin will not tangle; worth 20gp.
5. Shuttle: Elven construction; 3x normal speed while weaving; when used in conjunction with items 3 and 4, the thread and cloth produced are three times as durable and as strong as they would normally be. Once a day they can produce a 50'length of thread which is twice as strong as normal rope. The three tapestries adorning the walls were woven by Miretar, and are still in perfect condition. One depicts the flight of the faithful from Numenor, the second the arrival of *Elendil* upon Middle-earth, and the third a meeting between Elendil and *Gil-galad*.

6.25 TARCIL, T.A. 515 (33)

Tarcil was a bit of an odd sort, determined to protect his barrow from grave robbers. He therefore commissioned some of the Dwarves from the North Downs to aid in the construction of his tomb.

Here the haunting is a **lesser wight**.

- A. **Doorway.** Dwarven design; will open upon reciting a complete list of the Kings of Numenor.
- B. **Secret panel.** Dwarven construction; made to look just like the wall. Opens on the command "open for Elendil's representative." The panel masks the hole for the key which disarms all of the traps in the tomb.
- C. **Antechamber.** 10' x 10' x 7'.
- D. **Pit trap:** Triggered by 50 lbs of weight, extremely hard (-30) to detect. There is a thirty foot drop on to sharpened steel spikes. The floor closes once again.
- E. **Chamber;** 10' x 15' contains a body dressed in royal robes, but this is the remains of the retainer *Duramien*, not the body of the King.

Items in Chamber E:

1. +10 chainmail.
 2. +10 shield.
 3. + 10 Longsword of Wargslaying.
- A chest contains about 800 gp. worth of jewelry.

- F. **Secret door.** Extremely hard (-30) to detect. The lock is extremely hard (-30) to pick.
- G. **Small chamber.** 7'x7'x7'. Niches in the wall contain the bodies of Tarcil and his queen. Three large chests take up most of the room in the chamber.

Items upon Tarcil:

1. + 20 magic longsword: Detects orcs.
2. + 25 magic shield.
3. + 20 magic chain mail.
4. Boots of agility: + 10 on all maneuver rolls.
5. +20 magic dagger.

Items upon (he Queen:

1. Flute: Made of an unusual wood. When played it allows the user to communicate with all birds.
2. Hood of Resting: Every 10 minutes it is worn equals an hour's sleep; it covers the entire head and wearer cannot see through it.

Items in Chest 1:

1. Two sets of + 15 chain mail.
2. Three + 15 magic shortwords.
3. Six + 10 non-magic daggers.

The two remaining chests contain 3000 gp worth of gems, jewelry and gold.

6.26 TARANDOR, T.A. 602 (34)

Tarandor did not follow his father's example; the tomb is untrapped. Due to a decline in the strength of the Dunedain, he did, however, strengthen the outer door.

One **lesser wight** haunts this tomb.

- A. **Doorway.** Heavy wooden and steel construction; 1 ft thick; it requires at least three strong men to open it. The lock is hard (-20) to pick.
- B. **Passage.** 5' wide, 10' feet long, and 7' high.
- C. **Steel gate.** Equipped with a lock which is extremely hard (-30) to open. It is on a great spring and, unless stayed, it will always slam back into a closed position.
- D. **Circular chamber.** 15' in diameter. The bodies of Tarandur and his queen lie on a couch. There are three medium sized chests beside the biers which contain a total of 250 gp in gold and jewelry.

Items upon Tarandor:

1. +20 magic chain mail.
2. +20 magic longsword.
3. +20 magic shield.
4. Cloak of Hues: wearer can glow any desired color at will.
5. Magic ring heals 1-10 concussion hits per day.

6.27 VALANDUR, T.A. 652 (35)

Valandur was slain in an orcish raid. His tomb is small, since his

death was unexpected.

A **lesser wight** haunts this place.

- A. **Door.** Wood and reinforced steel; the lock is hard (-20) to pick.
- B. **Trapped corridor.** 10' long, 3' wide, and 7' high. The floor is extremely smooth, is lower in the center than it is on the sides, and slopes down toward the interior. A single block of granite — suspended in the ceiling above the entry is set to fall and seal the tomb. The stone is shaped to fit the corridor and rapidly slide down the floor surface. It will come to rest against the entry to the circular chamber within 3 seconds of release. Those in its way will take a **huge bash** + 75 attack. The block falls when 100 or more pounds is placed on the floor of the circular burial chamber (C):
- C. **Circular burial chamber.** 10' in diameter. Valandur and his queen lie on a simple bier; three chests stand close together, flush against the walls of the chamber.
- D. **Hidden panel.** Contains a lever that disarms the corridor (B) and pit (E) traps.
- E. **Pit trap.** Fifty lbs of weight triggers the trap in front of the chests. There is a thirty foot drop on to sharpened steel spikes (1-5 mounted lance +50 attacks). The floor slides back and seals into place when something impacts upon the spikes.

Items upon Valandur:

1. + 20 magic chain mail (AT 15).
2. +20 magic shield.
3. + 20 magic longsword: + 50 versus orcs.
4. +15 short bow.
5. Fifteen +15 arrows.
6. Three + 10 magic daggers.
7. Mithril Arrow of Dragonslaying: worth 10 gp.

Items in Chest 1:

1. Text: Complete list of Ranger spells, for learning only.
2. Two + 15 short swords.

The remaining chests contain a total of 1000 gold pieces in gems, jewelry, and gold coins.

6.28 ELENDUR, T.A. 777 (36)

Noting the decline of the Dunedain, *Elendur* prudently decided to secure his tomb against robbers.

This barrow is haunted by a **lesser wight**.

- A. **Entrance.** Originally sealed with mortared stone; some upheaval destroyed the doorway and the passage is now only partially blocked.
- B. **Square chamber.** 20'x 20'x 7'. The chamber contains the bodies of Elendur and his queen. The room is empty except for the bier which stands in the center of the chamber and two medium sized chests.

Items upon Elendur:

1. +20 magic chain mail (AT 15).
2. +20 magic longsword: detects orcs within 100'.
3. +20 shield.
4. Boots of Traceless Passing.
5. + 15 hunting knife: in melee it acts as a +15 short sword; when thrown it is as a + 15 dagger.

Items in Chest 1:

1. Two + 15 chain shirts (AT 13).
2. One + 15 magic longsword: detects orcs within 1000'.
3. Whistle: works only at night; summons one owl who is within half a mile; allows user to communicate with the owl.
4. Three + 15 magic daggers.

Chest 2 contains 250 gp worth of jewelry and gold.

6.29 EARENDUR, T.A 861 (37)

Earendur was the last King of Arnor. His three-sons were too occupied in quarreling over the throne to give their father a magnificent funeral.

This tomb is haunted by a **major wight**.

- A. **Doorway.** Two heavy wooden and steel doors with a stout lock which is very hard (-20) to pick.
- B. **Circular chamber.** 12' in diameter, with a 7' ceiling. Contains the body of Earendur and his queen. In addition, there is one large chest.

Items upon Earendur:

1. +20 magic sword.
2. +15 shield.
3. +20 chain mail.

The chest contains about eight hundred gold pieces worth of jewelry and gems.

6.3 THE ARISTOCRATIC BARROWS

Only the very great nobles of Arnor could afford barrows upon the downs. Even then, the barrows were multi-generational, since each individual could not afford a separate barrow. This practice was common among their ancestors as well, although the Dunedain never favored the mass graves used by the ancient Edain.

Three families of Arnor are buried on the Barrow-downs: the houses of *Eldanar*, *Mendacil*, and *Narmanacir*. Of the three, the Narmanacir family soon fell into decline and died out as the Dunedain waned.

These barrows are fairly rich in treasure since they contain the wealth of many generations. The long life spans of the Dunedain made it possible for them to use the same barrow over many centuries. They were no longer used after Arnor became three realms since the remaining Mendacil and Narmanacir families both declared their loyalty to Arthedain.

6.31 THE ELDANAR BARROW, T.A. 307 - T.A. 845 (38)

This barrow is an actual excavation into the hill. The mound is purely decorative. Twenty-seven people are interred in the barrow, and each person or couple is buried in a chamber carved out of the rock and blocked by a wooden door. Most are laid in tiny rectangular rooms, but the more prominent members of the family are interred in larger circular chambers. Naturally, none of the burial accommodations are as rich as those of the royal family. Here the haunting is a **major wight**.

- A. Door.** Wood and steel; medium difficulty (-0) to pick the lock. The key rests with the Eldanar family in Fornost.
- B. Corridor.** 10' wide, 150' long, 10' ceiling.
- C. Chamber.** 7' x 9' x 7'. Contains the remains of two bodies and three small chests.

Items upon the Bodies:

- 1. +15 longsword.
- 2. +15 chain mail (AT 15).
- 3. +10 shield.
- 4. About 25 gp worth of jewelry.

The chests contain 75 gp worth of jewelry, and other precious objects.

- D. Chamber.** 7' x 9' x 7'. Contains a single body and a small chest.

Items on the Body:

- 1. +3 Bardic spell adder.
- 2. Wand of Sleep V.

The chest contains some texts in Quenya on magic and the uses of magical spells.

- E. Chamber.** 7' x 9' x 7'. Contains two bodies and a small chest.

Items on the Bodies:

- 1. +10 broadsword.
- 2. +15 chain shirt and greaves (AT 14).
- 3. +10 shield.
- 4. 33 gp worth of jewelry.

Items in the Chest:

- 1. Elven lute: It is perpetually in tune and in perfect condition. If desired, it will play a Bardic Sleep Song or Calm Song True, but this power can be employed but twice a day.
- 2. A small jewelry box containing about 75 gp worth of jewelry.

- F. Niche.** 7' x 9' contains two bodies and a small chest.

Items on the body:

- 1. +10 chain mail (AT 15)
- 2. +10 longsword.
- 3. 22 gp worth of jewelry.

Items in the Chest:

- 1. 110 gp worth of jewelry.
- 2. Books and sketches: a family history and Adunaic grammar.

- G. Chamber.** A 7' by 9' room holding two bodies.

Items on the bodies:

- 1. +10 longsword.
- 2. +10 chain shirt (AT 13) and greaves (added, AT 14).
- 3. +3 Animist spell adder device.
- 4. Wand of projected light.

- H. Chamber.** A 7' by 9' room containing a single body and a small chest.

Items in the Chest:

- 1. Gold and ivory toilet items, comb mirror, brush etc. Twice a day they can be used to change one's entire facial appearance (takes a minimum of 5 minutes).
- 2. Jewelry box with 200 gp worth of jewelry.

- I. Chamber.** A 7' by 9' room which contains two bodies and two small chests.

Items on the bodies:

- 1. +10 sword.
- 2. +10 target shield.
- 3. +10 quilted leather jerkin which has fell beast bone plates inlaid into pockets (AT 17); organic armor.
- 4. 50 gp worth of jewelry.

Items in the Chests:

- 1. 150 gp worth of assorted precious items, cups, jewelry etc.
- 2. Books and drawings.

- J. Chamber.** A 7' by 9' room containing two bodies and a small chest.

Items on the bodies:

- 1. +2 Animist (Healer) spell adder.
- 2. 25 gp worth of jewelry.

Items in the Chest:

- 1. Wand heals 1-10 concussion hits: range 50'; operates instantly; works 3x per day.
- 2. 75 gp worth of jewelry.

- K. Chamber.** A 7' by 9' room containing two bodies and a small chest.

Items on the bodies:

- 1. +10 short sword.
- 2. 30 gp worth of jewelry.
- 3. +3 Mage spell device.
- 4. +10 magic breastplate (AT 17): when in water, it enables an enclosed 250 lb weight to float indefinitely.

Items in the Chest:

- 1. 150 gp worth of jewelry and precious items.
- 2. Books and papers: includes six sheets of rune paper.

- L. Chamber.** A 7' by 9' room which contains a single body and a small chest.

Items in the Chest:

- 1. 90 gp worth of jewelry.
- 2. Books and manuscripts: includes a 30 page Book of Recording which translates spoken words (not spells) into written text, but will erase material as a page becomes too full.

- M. Circular chamber.** This room, fourteen feet in diameter, contains two bodies and three chests.

Items on the Bodies:

- 1. +15 longsword.
- 2. +10 longbow.
- 3. +10 arrows.
- 4. +10 dagger.
- 5. Golden belt with three 3" x 1" x 1/4" secret compartments which resist detection spells.
- 6. 150 gp worth of jewelry.
- 7. +15 magic chain mail (AT 15): small metal and dragonskin disks are woven into the pattern; mail adds +20 to RR versus heat attacks. 8. +15 full shield.

Items in the Chests:

- 1. Three small stones: 1" diameter; each stone, when attached to some item — i.e., a shield, etc. — reduces the weight of that item by 5 lbs.
- 2. Boots of Leaping: allow the wearer to leap fifty feet; 1 second preparation; usable 3x per day.
- 3. 300 gp worth of jewelry.

- N. Circular chamber.** Fifteen feet in diameter, it contains two bodies and two chests.

Items on the bodies:

- 1. +15 breastplate (AT 17).
- 2. +15 helmet.
- 3. +15 dagger.
- 4. Sheath: for longsword; keeps the weapon rust-free; adds +5 to longswords pulled from it for 2 rds following unsheathing.
- 5. Unbreakable bow string.
- 6. +10 composite bow.
- 7. Diamond pin, unfastens on command.
- 8. 100 gp worth of jewelry.
- 9. Sheath of Swordkeeping: must be used with its companion sword; upon command, sword will return to sheath if within 100' feet; once in sheath, a command will send sword to hand of wearer; if blade is broken, the sheath will mend it upon command in 2 rds.
- 10. +15 target shield.

Items in Chest One:

- 1. +15 reinforced leather coat (AT 8): encumbrance as AT 7.
- 2. +10 leather helmet.
- 3. +10 longsword.
- 4. Rag: perpetually oiled.

Items in Chest Two:

- 1. 250 gp worth of jewelry.
- 2. Books and manuscripts.

- O. Circular chamber.** Fourteen feet in diameter, this room contains a single body and one chest.

Items on the body:

- 1. +15 chainmail.
- 2. +10 longsword: unbreakable when swung in combat.
- 3. +10 longbow.
- 4. Five +10 arrows.
- 5. Quiver that makes arrows weightless to carry.

6. +15 long knife: throws like a dagger, swings like a short sword.
7. Completely waterproof full length cloak.

Items in the Chest:

1. Soft cloth 1 yard square: expands to a bedroll when shaken freely.
2. Small leather pouch, keeps tinder perfectly dry.
3. 150 feet of Elven rope: upon command, it coils to a 6" diameter, 3" deep pile that weighs only 1 lb.
4. Dagger of Returning: in a rust-free sheath; has no range subtraction; can be thrown up to 100' feet.

P. Circular chamber. Fourteen feet in diameter, this room contains two bodies and three small chests.

Items on the bodies:

1. + 15 longsword.
2. + 15 chain shirt (AT 13).
3. +10 shield.
4. +10 helmet.
5. +15 dagger.
6. 50 gp worth of jewelry.
7. Boots of Balance: adds + 50 to balancing maneuvers.

Items in the Chests:

1. 500 gp worth of jewelry and other precious things.
2. Books and manuscripts.

Q. Circular chamber. Fifteen feet in diameter, this room contains a single body and two chests.

Items on the body:

1. +2 Mage (Astrologer) spell device.
2. A small glass ball which sheds a very dim light: the light will appear or go out upon command.

Items in Chest One:

1. Astrolabe.
2. Chart of the heavens above all of Middle-earth.
3. Superb telescope with collapsible stand.
4. Primitive compass.
5. 50 gp worth of jewelry.

Items in Chest Two:

1. 125 gp worth of jewelry.
2. Books and manuscripts: includes a tome on ancient *Eldarin*.

R. Circular chamber. Fifteen feet in diameter, this room holds two bodies and a single chest.

Items on the bodies:

1. + 15 longsword.
2. + 15 composite bow.
3. Ten + 5 arrows.
4. Elven cloak of Lothlorien.
5. Scabbard of Quickness: allows user to unsheath his weapon at 2x normal speed (e.g., 10% instead of 20% of a round's action).
6. 75 gp worth of jewelry.
7. +15 chain shirt (AT 13).
8. + 15 target shield.

Items in the Chests:

1. 250 gp worth of jewelry.
2. Books and manuscripts.
3. Ring of Cleaving: inset with 20 gp sapphire; shines with dim light upon command; takes any diameter up to 2" as desired; cuts anything within its circle with hardness equal to, or less than, steel one second after being inserted over it.

6.32 MENDACIL, T.A. 289 - T.A. 831 (39)

Since they were richer than the Eldanar family, the *Mendacil* family built a large and elaborate barrow, excavating into the side of the hill, and upon it built a decorative mound. Instead of many small chambers, this barrow contains several spacious rooms to hold the thirty-nine people interred within. It is shorter than the Eldanar barrow, but its layout is more complex and less practical than the other barrow. One **major wight** haunts the tomb.

- A. Entrance.** The door of this barrow is made of wood reinforced with steel; the door is a medium (0) maneuver roll to pick. The key rests with the Mendacil family in Fornost.
- B. Passageway.** Eight feet wide and eighteen feet long, the passageway is lined in smooth grey stone. The roof, like all those found in the passages here, is eight feet high.
- C. Steel gate.** The lock of this gate is a hard (-10) one to pick. Failure will result in a four foot thick block of stone dropping from the ceiling and blocking the passage. Since it falls quickly, those beneath it will likely be wounded or crushed.
- D. Gallery.** Sixteen feet wide and thirty-six feet long. The gallery leads to five similar doors.

- E. Chamber.** Ten feet by eighteen feet, with a sixteen foot vaulted ceiling. Four bodies rest in niches along one wall, and beside them lie four small chests. The remaining two walls each contain a door.

Items upon the four bodies within:

1. Two suits of + 15 chain mail (AT 15).
2. Two + 15 longswords.
3. Two + 10 shields.
4. One sheath that keeps weapons rust-free.
5. Four + 15 daggers.
6. 125 gp worth of jewelry.

Items in Chests:

1. 170 gp worth of jewelry.
2. Precious objects and toiletries worth 25 gp.

F. Small chamber. Ten feet by eight feet. Contains two bodies in niches in the wall and three chests.

Items upon the bodies:

1. +20 breastplate.
2. + 15 longsword.
3. +10 helm.
4. Ring: allows the wearer to cast a Firestarting spell once a day; resulting fire gives off invisible smoke and, if desired, no light beyond a 10' radius.
5. +15 dagger.
6. 100 gp worth of jewelry.
7. +15 full shield.

Items in Chest One:

1. +15 full chain mail (AT 15).
2. + 10 magic broadsword.
3. + 10 magic main gauche.

The remaining chests contain 400 gp worth of jewelry and gems.

G. Chamber. This ten foot by eight foot room contains two bodies and a single large chest.

Items on the bodies:

1. +15 mace.
2. + 10 chainmail.
3. Ten + 15 arrows.
4. + 15 long bow.
5. Bow string: which will not break as a result of fumbles.
6. + 10 longsword.
7. Scabbard: reduces the weight of its sheathed sword to nothing.
8. +3 Animist spell adder.
9. Wand: indicates the direction of the nearest path within half a mile.
10. 150 gp worth of jewelry.

Items in the Chest:

1. A Cloak of Hues: allows the wearer a + 50 hiding bonus.
2. A + 10 shortsword.
3. Ring: heals 1-10 hits once per day.
4. 90 gp worth of jewelry.

H. Chamber. This chamber is ten feet by fourteen feet and contains six bodies and four chests.

Items upon the bodies:

1. Two + 15 longswords.
2. Two +20 longswords.
3. + 15 quarterstaff.
4. Two +10 longbows.
5. Twenty-five +10 arrows.
6. +5 helmet.
7. Two sets of + 10 chain mail (AT 15).
8. 150 gp worth of jewelry.
9. Bow of Opposition: has a small magic disk mirror set in its handle. When desired, user can see behind him as if he were facing in an opposite direction. Bow fires its magic arrows forward if mirror is not used or, when mirror employed, arrows which ultimately fly in an opposite direction.
10. Ten Arrows of Opposition: normal, but can be used with bow above for desired effect.

Items in the chests:

1. 300 gp worth of jewelry.
2. A few precious items of jewelry worth 125 gp.

1. Chamber. Sixteen feet long and ten feet wide, this room contains six bodies set in niches in three walls and three chests.

Items upon the bodies:

1. Three + 15 longswords.
2. Two + 15 shortswords.
3. +20 shield.
4. Two + 10 shields.
5. Three sets of + 15 chain mail (AT 15).
6. + 10 breastplate.
7. +15 falchion.
8. Thirty-five +10 arrows.

9. A magic bow which will not break with less than 500 lbs of stress.
10. Two +10 longbows.
11. +2 Animist (Healer) spell adder.
12. 150 gp worth of jewelry.

Items in Chest One:

1. A pair of robes that allow wearer to be AT 1 (-20).
2. A small tent (10' x 10' x 5'), completely waterproof.
3. 150 gp worth of jewelry.

Items in Chest Two:

1. A +5 chainmail.
2. One +5 short bow.
3. A +5 magic shortsword for Orcslaying.
4. A +5 shield.
5. 150 gp worth of jewelry.

Items in Chest Three:

1. 500 gp worth of jewelry.
2. A palmful of precious gems.

- J. Chamber.** This ten by eighteen foot room contains one body upon a bier, a chest, and three doors.

Items upon the body:

1. A +3 Mage/Alchemist spell device.
2. A pair of Boots of Traceless Passing.

Items in the Chest:

The chest itself is magic and has a volume of 2' x 3' x 4'. The chest weighs but 5 lbs, and items held within it weigh only a quarter of their normal burden. Up to two hundred pounds of items can be stored, yielding a load equivalent to 50 pounds.

1. Forging Tools: reduce forging time by half.
2. An Alchemy Text: contains all of the Alchemy spells to twentieth level; they are in rune form and can each be used but once.
3. A pair of spectacles which allow a person to read at twice his or her normal speed.
4. A Ring of Spell Storing: allows three first through tenth level spells to be stored.
5. A Potion of Flying — one dose only; allows 5 mph maximum speed for 1 min/1vl of user.

- K. Chamber.** This eight by ten foot chamber contains two bodies and a single chest.

Items upon the bodies:

1. +10 sword.
2. +15 dagger.
3. +10 normal shield.
4. +10 chain mail (AT 15).
5. 50 gp worth of jewelry.

Items in the Chest:

1. 150 gp worth of jewelry.
2. Various toiletries.

- L. Chamber.** This is another eight by ten foot room, and contains two bodies and a chest of black wood. The wood is aged spruce from *Dir*. It is exceedingly fire resistant, and keeps its contents in a magically preserved state akin to a Preservation spell.

Items upon the bodies:

1. +10 Woodslaying sword: normal wooden objects less than 6" thick must resist versus an attack equal to wielder's level or be broken.
2. +10 target shield.
3. +10 dagger.
4. 30 gp worth of jewelry.

Items in the chest:

1. 90 gp worth of jewelry.
2. Bones and rags: the bones are from a dragon and can be ground to produce medicines (10 doses which double one's hits and prevent bone, muscle or cartilage damage for 10 minutes); the rags are actually three Spell Storing cloths which each can hold three spells, but only once.

- M. Chamber.** Yet another eight by ten foot chamber containing two bodies and a small chest.

Items upon the bodies:

1. +10 longsword.
2. +5 dagger.
3. 45 gp worth of jewelry.
4. +10 chain shirt (AT 13).

Items in the chest:

1. 75 gp worth of jewelry.
2. Bones.
3. Dried dog food: when given to a dog, the beast will become giver's friend for 1-10 days.

- N. Chamber.** This eight by ten foot room contains six bodies in niches and four chests.

Items upon the bodies:

1. Three +10 longswords with three suits of chainmail.

2. Three +10 shields
3. Two +5 composite bows.
4. Ten +5 Arrows of Wargslaying.
5. 60 gp worth of jewelry.

Items in the chests:

1. 250 gp worth of jewelry and gems.
2. Other precious items, including combs and toothbrushes.

- O. Chamber.** This 10' x 8' room contains six bodies in niches along the walls and three chests.

Items upon the bodies:

1. Two +10 longswords.
2. Two +5 suits of chainmail.
3. +10 shield.
4. 75 gp worth of jewelry.

Items in the chests;

1. 125 gp worth of jewelry.
2. Ring of Ringholding: eighth level; allows user 2x power points if Mage; capable of instantly controlling any one ring within 100' if target fails to resist; can immobilize target or use its powers.

6.33 THE NARMENACIR BARROW, T.A. 267 - T.A. 501 (40)

This is the smallest of the aristocratic barrows and was abandoned long before the fall of the Kingdom of Arnor. It contains the remains of only ten people, and unlike the two previous barrows discussed, is an actual mound.

One lesser wight haunts this tomb.

- A. Entrance.** The door is of wood and steel. The lock is a medium (0) maneuver roll to pick; the key is lost.
- B. Antechamber.** A seven by seven foot stark and dark room, its eight foot ceiling is the norm in this structure.
- C. Circular chamber.** Fifteen feet in diameter, three doors lead from the chamber.
- D. Square chamber.** This ten by twelve foot room contains six bodies in niches in the wall and six small chests.

Items upon the bodies:

1. Three +15 longswords.
2. Two +15 suits of chain mail (AT 15).
3. One +10 breastplate.
4. One +10 composite bow.
5. A +2 Bard (or Lay Healer) spell adder.
6. Two +10 shields.
7. 150 gp worth of jewelry.

Items in the chests.

1. 300 gp worth of jewelry.
2. Other items of little note.

- E. Square chamber.** This ten by twelve foot room contains four bodies in niches in the walls and three chests.

Items upon the bodies:

1. Two +5 longswords.
2. Two +5 suits of chainmail.
3. 50 gp worth of jewelry.
4. Two +5 Shields of Swordtaking. Sword attacks against bearer which fail by 1-30 result in attacker's sword being "swallowed" by the shield (all but hilt of sword disappears, although an image of the lost blade appears on the shield surface). Magic swords resist using their wielder's lvl versus shield bearer's lvl.

Items in the three chests:

1. 100 gp worth of jewelry.
2. Shredded books and games.

- F. Square chamber.** An empty, dark room twelve by twelve feet.

6.4 THE ROYAL BURIALS OF CARDOLAN

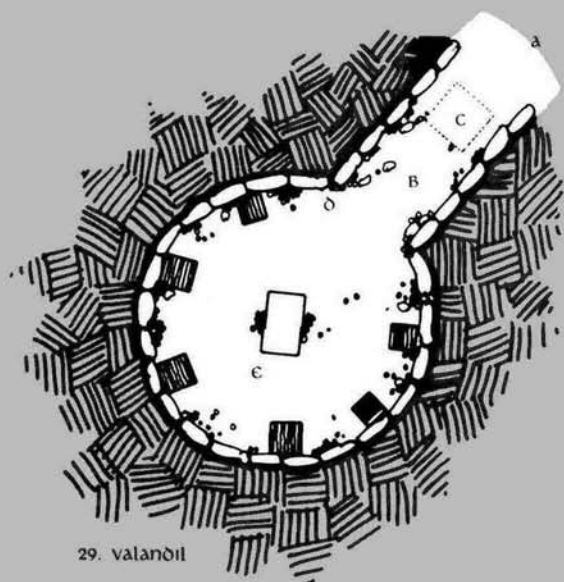
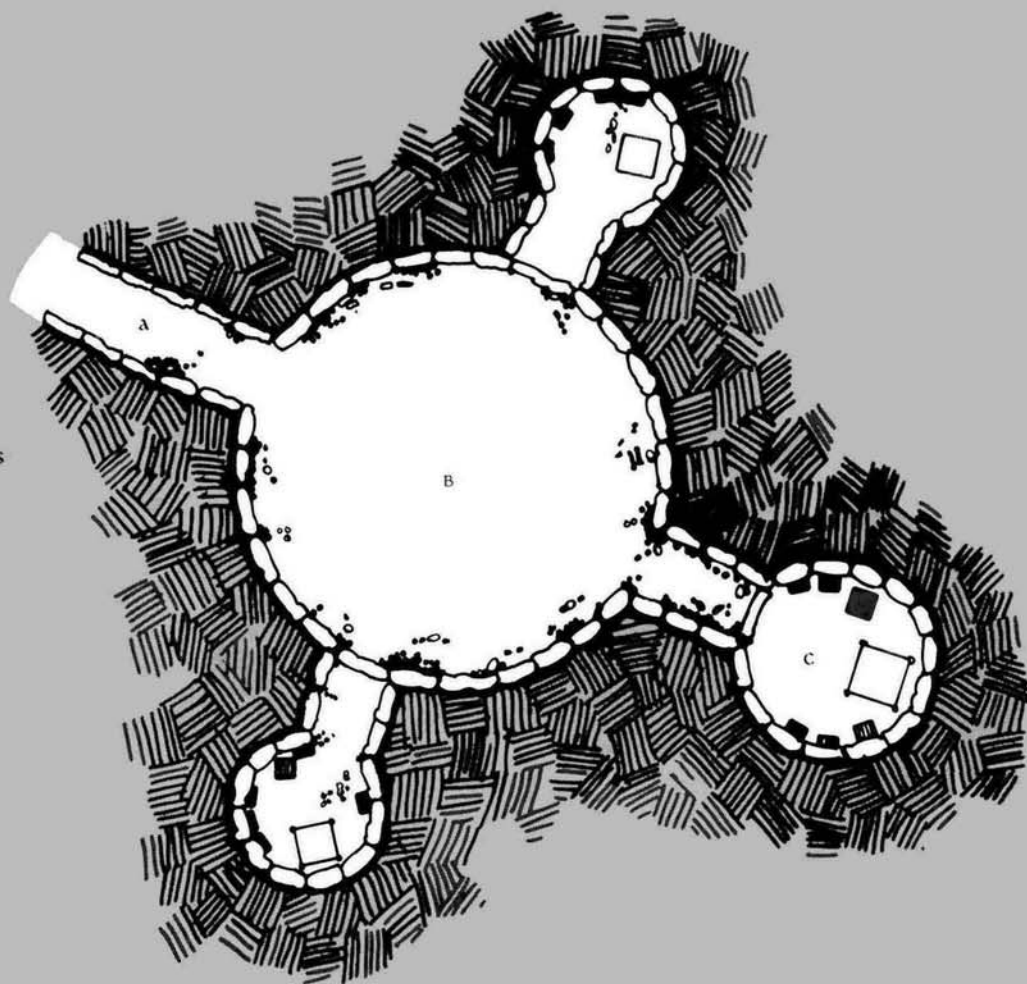
The men of Cardolan were too busy defending their borders throughout much of the first half of the Third Age to lavish much energy on elaborate funerals. The barrows of the kings of Cardolan are small and simple and contain far less treasure than those of the kings of Arnor. The nobility of Cardolan was too poor to build barrows, so after the division of Arnor, the Barrow-downs became a royal graveyard only.

6.41 ELDACAR, T.A. 936 (41)

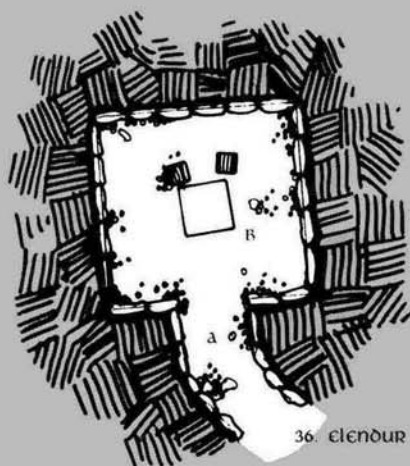
One lesser wight haunts this tomb.

- A. Entrance.** The door, wood and steel, requires a medium maneuver roll to pick the lock.

mound of princes



29. valandil



36. clendur

0 10 20
feet

- B. Circular chamber.** This room contains the body of Eldacar and his queen, and two chests.

Items upon Eldacar:

1. A + 15 magic longsword that detects Orcs.
2. One + 15 chainmail.
3. A + 10 shield.
4. One + 15 magic dagger.

Items upon the Queen:

1. A silver comb that removes tangles magically.
2. A robe, jewelry and a book of spells and chants.

Items in Chest One:

1. A + 10 magic longsword.
2. A +5 chainmail.
3. One + 15 magic shortsword.

Items in Chest Two:

1. 450 gp worth of jewelry.
2. Used handkerchiefs.

6.42 TURAMBAR, T.A.1001 (42)

A lesser wight haunts this barrow.

- A. Entrance.** This door of wood and steel requires a medium maneuver roll to pick the lock.
- B. Square chamber.** This ten by fifteen foot room contains the body of Turambar and a single chest.

Items upon Turambar:

1. A + 15 magic longsword.
2. One + 10 magic long knife.
3. A + 15 chainmail.
4. One + 10 shield.

Items in the Chest:

1. 350 gp worth of jewelry.
2. Shoes, stockings and a silk stocking.

6.43 CIRYON, T.A 1079 (43)

One lesser wight haunts this tomb.

- A. Entrance.** The wood-and-steel door of this barrow requires a medium maneuver roll to pick the lock.
- B. Chamber.** This twelve by fifteen foot room contains the body of Ciryon and his queen, and two chests.

Items upon Ciryon:

1. One + 10 magic longsword for Trollslaying.
2. A + 15 breastplate.
3. One + 15 shield.
4. A + 10 mace.
5. One nonrusting scabbard.
6. A +5 helm.

Items in the two chests:

1. 350 gp worth of jewelry.
2. Manuscripts of lore and dried prune pits.

6.44 TARANDIL, T.A. 1153 (44)

One lesser wight haunts this tomb.

- A. Entrance.** The wood-and-steel door of this barrow requires a medium maneuver roll to pick the lock.
- B. Circular chamber.** Eighteen feet in diameter, this room contains the body of Tarandil and his queen and three chests.

Items upon Tarandil:

1. One + 15 magic longsword that detects Orcs up to one mile away.
2. A + 10 chainmail.
3. One +15 shield.
4. A + 5 longbow.
5. An Elven cloak of Lothlorien.
6. One + 10 magic dagger.

Items in Chest One:

1. Three +10 magic shortswords.
2. One + 10 chainmail.
3. A +5 helm.
4. One pair of Boots of Leaping.

Items in the other two chests:

1. 400 gp worth of jewelry.
2. Clothing, books and chicken bones in the shape of Cardolan.

6.45 CALIMENDIL, T.A. 1235 (45)

One lesser wight haunts this tomb.

- A. Entrance.** This barrow has a door of wood and steel and requires a medium maneuver roll to pick the lock.
- B. Circular chamber.** Fifteen feet in diameter, this room contains (he body of Calimendil and his queen and a large chest.

Items upon Calimendil:

1. A + 15 magic longsword.
2. One + 15 chainmail.
3. A+ 15 shield.
4. One + 10 helm.

Items in the Chest:

1. A + 10 chainmail.
2. One + 15 longbow.
3. Ten + 10 arrows.
4. One Arrow for dragonslaying.
5. 250 gp worth of gold and royal jewelry.

6.46 TARCIL, T.A. 1287 (46)

One lesser wight haunts this barrow.

- A. Entrance.** The wood-and-steel door to this tomb requires a medium maneuver roll to pick the lock.
- B. Circular chamber.** Fifteen feet in diameter, this room contains the body of Tarcil and his queen and two chests.

Items upon Tarcil:

1. A + 15 magic longsword.
2. One + 10 chainmail and shield.
3. A + 15 magic long knife.
4. One +5 longbow.

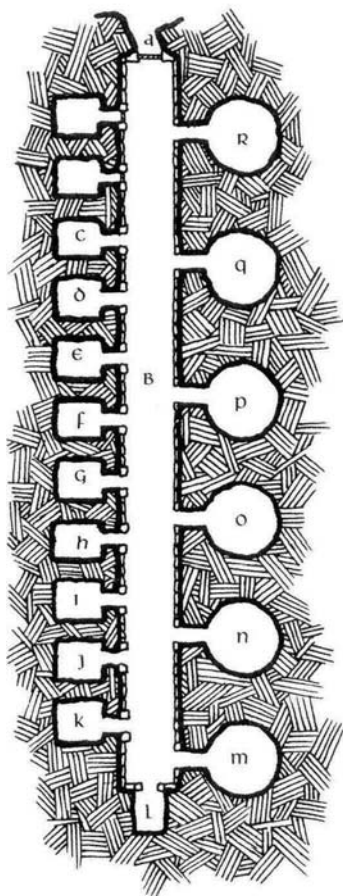
Hems in Chest One:

1. Three + 15 magic daggers.
2. Two + 10 longswords.
3. 100 gp worth of jewelry.

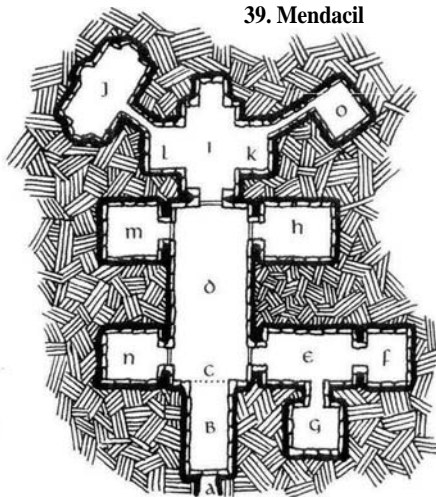
Items in the Other Chest:

1. 450 gp worth of jewelry.
2. Books, drawings and faded magic papers.

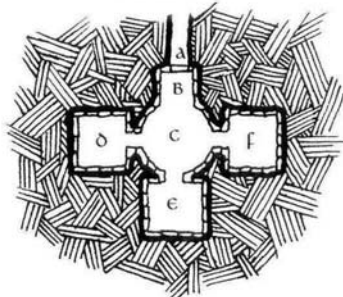
38. Eldanar



39. Mendacil



40. Narmenacir



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6.47 TARASTOR, T.A. 1332 (47)

One lesser wight haunts this tomb.

- A. **Entrance.** The wood-and-steel door to this tomb requires a medium maneuver to pick the lock.
- B. **Square chamber.** Fifteen feet by fifteen feet, this room contains the bodies of Tarastor and his queen and a single large chest.

Items upon Tarastor:

1. A + 15 magic longsword.
2. One + 10 breastplate.
3. A + 10 shield.

Items in the Chest:

1. One + 20 magic shortsword.
2. Three + 10 magic daggers.
3. One + 15 magic long knife.
4. 300 gp worth of jewelry and other precious objects.

6.48 MINALCAR, T.A. 1381 (48)

Minalcar was buried during the turbulent days of the war against Angmar. His barrow is small and hastily constructed and contains little treasure.

One lesser wight haunts this tomb.

- A. **Doorway.** The entrance is partially blocked by large stones.
- B. **Circular chamber.** Ten feet in diameter, this room contains the body of Minalcar and a small chest.

Items upon Minalcar:

1. A + 15 magic longsword for Orcslaying.
2. One + 15 chainmail.
3. A + 10 shield.
4. One + 10 longbow.
5. A + 15 magic dagger.

Items in the Chest:

1. A + 10 magic mace.
2. Two + 10 magic shortwords.
3. 150 gp in gold and jewelry.

6.49 OSTOHER, T.A. 1409(49)

Osther was the last prince of the Dunedain to be buried upon the Barrow-downs. His barrow was built by the men of Arthedain and the Elves of Lindon. His barrow may have been the one in which the four Hobbits were trapped.

One lesser wight haunts this tomb.

- A. **Entrance.** The door to this tomb is heavily reinforced with wood and steel and set into stone supports.
- B. **Circular chamber.** Fifteen feet in diameter, this room contains the bodies of Osther and his wife and three chests.

Items upon Osther:

1. A + 15 magic longsword for Orcslaying.
2. One + 10 chainmail.
3. A + 10 shield.

Items in Chest One:

1. Three + 15 magic Numenorean long knives.
2. Three + 10 shortwords.
3. 500 gp worth of jewelry and other precious items.

are missing. Meneldir, after examining the barn, discovers the cause: a troll or a band of trolls have been in the barn. A Moot is called.

Bree cannot stand the ravages of trolls for long, for the guard is too small to search the area and protect the villages and farms at night. At the Moot, Rory and Meneldir call for volunteers to hunt the trolls, offering what aid the village can.

This is the perfect adventure for the player characters. The trolls have left a clear trail south into the wastes of Cardolan. Helvorn the Ranger suggests stealth and volunteers to accompany the adventurers. The trolls have holed up some fifteen miles away in an earthen cave. During the day the cave is blocked by a huge, immovable door. The players may be forced to wait until nightfall for the trolls to open the door.

The size, strength and number of the trolls can be tailored to the number and level of the players.

Trolls:

Name/Lvl	Hits	AT	DB	Sz/Sd	Wpn	Primary	Secondary	Tertiary
Gwul/10	155	11	20	1/s	140cl	HBa110	LC1110	LCr80
Durrick/9	147	11	25	1/s	130ba	HBa100	LC1100	LCr75
Edgarth/8	145	11	20	1/s	130cl	HBa90	LC195	LCr70
Hake/8	139	11	20	1/s	125cl	HBa85	LC190	LCr75

Notes: When given critical damage, these trolls use the large critical strike table. If exposed to daylight, they will return to the stone from which they came.

Name	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Meneldir	13	190	Ch/15	75	Y15	163bs	148lb
Helvorn	8	135	Ch/15	70	Y10	107bs	101cp
R. Heathertoos	5	82	RL/10	50	Y10	100bs	85cp
Volunteer	1	21	SL/5	25	Y	33bs	18sb

Notes: Mat is too old to adventure. Rory would not normally accompany the party, although circumstances may dictate otherwise.

See 8.0 or charts above for NPC stats, 5.3 for wight stats, and 7.12 for bandit stats.

7.12 BANDITS AT THE AUTUMN FAIR

Rules for the Fair

1. — All keep the peace.
2. — No manner of folk may make any congregates or affrays among themselves whereby the peace of the Fair may be broken.
3. — All unsealed wine, ale, beer, must be sold by measure, by the gallon, pottle, quart or pint.
4. — Baker's bread must be suited to a man's body.
5. — No manner of cook, pie maker, or huckster to sell or put for sale any manner of victual but that which is good or wholesome.
6. — No manner of persons may buy or sell but with true weights and measures sealed according to statute.
7. — And any person whosoever finds themselves grieved, injured or wronged by any manner of persons in this Fair, they are to come with complaint before the Steward of the Fair and no one else.
8. — Therefore now, at this Noon, begin in King's name and the Mayor and King send every man luck and this Fair good continuance.

Any number of things may be happening at the Fair. Braith will be about picking pockets. Cormac and Eowic will be in Bree with a few men to buy supplies; some players may recognize the notorious outlaws. Cormac may try to steal the tax money by drugging the guards. This will lead to a countrywide search for the bandits, with possible confrontations with small groups of bandits or an assault on the manor house.

Name	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Bandits/#							
Cormac	7	122	Ch/14	65	Y10	118bs	113cp
Eowic	6	91	No/1	65	Y5	102bs	126lb
Bandit/13	4	60	Ch/13	45	Y	77bs	77lb
Bandit/8	3	45	Ch/13	40	Y	64bs	64lb
Bandit/12	2	30	RL/9	30	Y	46ss	46cp
Townfolk/#							
Meneldir	13	190	Ch/15	75	Y15	163bs	148lb
Gd. scout/8	6	50	Ch/13	65	Y10	86bs	76cp
Guardsman/17	5	60	Ch/14	60	Y10	104bs	94cx
Guardsman/18	4	50	Ch/14	60	Y10	91bs	81cp
Guardsman/22	3	40	Ch/13	50	Y10	74bs	54cp
Guardsman/10	2	25	Ch/13	50	Y10	56bs	41cp
Typ. Townsman	1	16	No/1	0	N	18ha	8sb

7.0 SOME SUGGESTED ADVENTURES

Some suggested plots and starting points for developing adventures are listed below. Naturally, the GM should feel free to construct his own. These are simply sound examples of action in the area.

7.1 ADVENTURES IN SETTLED PARTS OF BREE-LAND

Bree is a relatively sedate area. Nonetheless, where there are people there is the potential for intrigue, albeit often covert.

7.11 TROUBLE ON THE HOMESTEAD

After a particularly stormy night, Rory and Mat Heathertoos discover that the barn door has been ripped open, and several cattle

Notes: Bree's Guard is well equipped. + 10 non-magic weapons and armor reflect Arthedain's skill in weapon-crafts. Bree-land is located near the war frontier and lies along Arthedain's strategic southeastern frontier. This accounts for the relatively strong complement of guards. Since units patrol the whole region, only about half the force will be in Bree town at a given time. Each scout is on duty for two six hour shifts each day and generally confine their activity to the wilds. Warriors are divided into three eight hour shifts and work in twelve units of five. Seven guardsmen compose the garrison command force. They include five 5th levels who serve as Bree's elite reserve. Meneldir uses them effectively.

7.13 A MEETING ON THE ROAD

The players, journeying towards Bree, come across a traveller who is unconscious and has been badly beaten. Stopping to render aid, they discover that the man is a kinsman of Helvorn the Ranger. Helvorn has been granted permission to enter the Eldanar barrow. The traveller was bringing word to Helvorn, along with a certain sword, when he was attacked and robbed.

Helvorn asks the players for aid in recovering the sword and entering the barrow. The sword inflicts triple damage on wights and makes the wielder immune to the fear spell of the wights. Helvorn can easily track the six bandits, but they are too numerous for him to handle alone. He offers the players a generous share of the treasures within the barrow in exchange for their aid.

See 9.0 or charts above for NPC stats, 5.3 for wight stats, and 7.12 for bandit stats.

7.14 THE PRIZE RAM

Bandits have stolen Mat Heathertoes' prize ram. The farmer is offering 15 gold pieces for its recovery. Tracks should be easy enough for a ranger to follow.

7.2 ADVENTURES ON THE BARROW-DOWNS

An expedition to the Barrow-downs should be carefully planned in advance, with the adventurers seeking counsel. The wise can advise them as to which barrow they should enter and of the powers of the wight. To boldly go forth onto the downs without council is folly, for they might easily encounter a major wight. Most adventures will occur during the day, unless the adventurers have some nefarious purpose and venture onto the Barrow-downs after dark, when the wights leave their barrows.

The King of Arthedain has issued a decree forbidding people to venture upon the downs after dark or to disturb any of the barrows upon the downs unless he commands otherwise. Gandalf the Grey could persuade the King to give permission if the wizard thought that a group was suitable for undertaking a quest upon the downs.

Wights can only be dispelled by very powerful magic. Their presence is due to the charms of the Witch-king, and their own intrinsic power often exceeds 20th level. Thus, adventurers attempting to cleanse the greater barrows will need the aid of strong spells or a spell user. Those such as Gandalf or Tom Bombadil might venture by accidently, but the circumstances would be unusual. These are remote figures of power who work subtly or within the confines of specific or random locales. Neither would come forth unless previous arrangements were made, and in the scheme of things, they only employ that power necessary to right the balance. In addition, Bombadil is a fellow of the Old Forest and leaves only upon the bidding of those few he calls friend. As for the powerful Elves, they believe in letting humans handle their own problems and lending a helping hand only if it is absolutely necessary.

Non-player characters such as Gandalf and Glorfindel should act more in the manner of counselors, allowing the players to make their own mistakes and hopefully letting them learn from the results. They will also obviously not send into one of the tombs people who have no chance against a Barrow-wight. They, like other wise counsel, will emphasize one resort: should someone be trapped in a barrow, there are plenty of magical weapons lying about.

See 5.3 for the statistics pertaining to wights.

7.21 A RECOVERY EXPEDITION TO THE BARROW-DOWNS

Hiraew, a younger son of a Prince of Arthedain, stops by the King's Rest in search of reliable help for an expedition into the Barrow-downs. He desires adventurers who are essentially unknown in the area because he is in a race to recover items crucial to his father's planned attack on a hold in Rhudaur. The evil Dunlending lord Hiraew's father seeks to kill his operatives in Bree-land and the young Dunedain mage hopes to complete his quest without delay.

Hiraew has chosen to enter one of the barrows that held a King of Cardolan, but lacks warriors or aides. Unsupported, his 9th level magic skills are no match for a wight.

Name	Lvl	Mils	AT	DB	Shield	Melee OB	Missile OB
Hiraew	9	61	No/2	30	N	35ss	35hcb

Notes: Hiraew is a Dunedain mage who knows the following spell lists to 10th level: *Fire Law*, *Ice Law*, *Earth Law*, *Light Law*, *Wind Law*, *Water Law*, *Lofty Bridge*, *Living Change*, *Essence Perceptions*, *Spirit Mastery*, *Illusions (Illusion Mastery)*, and *Spell Ways (Rune Mastery and Dispelling Ways)*. Parenthetical references are to lists applicable only to **Rolemaster**. Hiraew's invisible ring allows him to turn around in an instant without orientation penalty, and it acts as a x3 spell multiplier. He also has a Cloak of Stonehiding which allows him a +75 bonus when hiding against a stone surface.

7.22 THE REVENGE OF FIMRAN

Fimran is from a respected mannish family that lives just west of the Greenway, about half way between Bree and Fornost. His brother *Vagibreg* and sister *Drualphien* left home about a month ago and headed south to Bree. Ostensibly, they were heading for *Tharbad*, but they never made it. Drualphien returned home wounded two weeks after their departure and related a story of an ordeal among the Barrow-downs. While traveling south from Bree one evening, she, Vagibreg, and a Hobbit named *Kerry Ashhall* were waylaid by bandits and chased into the downs. There they were beset upon by a great wight; Kerry was killed and Vagibreg carried off. She escaped.

Fimran has arrived in Bree and is staying with his cousin *Amthol*, a well-known ranger. Both are hoping to retrieve the poor Vagibreg and avenge the wrongs done to their family. They are quietly offering a bounty of 1000 sp to anyone slaying a wight, and will pay anyone accompanying them into the barrows 1 gp per day plus a share of any loot recovered.

Name	Lvl	Hits	AT	DB	Shield	Melee UB	Missile OB
Drualphien	2	24	No/1	55	Y10	37bs	42cp
Fimran	3	42	Ch/13	40	Y10	84ha	59sb
Amthol	4	37	No/1	60	Y15	58ma	68lb
Vagibreg	2	19	No/1	45	Y10	27ha	22cp

Notes: Drualphien is a Durnish bard and knows the *Sound Control* spell list. She and Fimran both have magic Rings of Marking which are keyed to each other: they make invisible marks on trees which the wearer of either ring can plainly see. Drualphien's broadsword looks like a piece of wood the same size and can be used as a walking stick. It is a x2 spell multiplier, so she always has it ready. Amthol is a Durnish ranger who knows the *Path Mastery* spell list. He has a circular amulet with seven silver stars set in black onyx which serves as a +3 spell adder. Amthol's bracelet glows within 50' of a wight.

7.3 ADVENTURES IN THE WILDS

Bree-land is a relatively sedate agricultural region but — because of the war, the lingering effects of the Plague, and the rough terrain in the northeast — there are areas where danger is the norm. Just south of Bree-land the wilds dominate. Although daylight travel on the Greenway is still relatively safe, any deviation or lack of readiness will generally result in trouble. This is particularly true around the ruins of Cardolan's old strongholds.

7.31 THE WARRIORS OF BAR-EN-DINDOL

The *Bar-en-Dindol* (*S. "Dwelling at the Silent-head"*) was once the home of *Esgalfea*, cousin of Cardolan's King Tarcil (see 6.46). During T.A. 1271-1302 this Dunedain lord held sway over the northwestern South Downs and erected a great tower a few miles southeast of Bree. In 1409 the hold was overrun by orcs from

Angmar but, in their haste, much was left undiscovered. The tower was built of a peculiar stone and had wood struts hewn from the fire-resistant *Naurorn* wood. It survived the fire remarkably intact, and the burning of the wooden roof fooled any pillagers who were concerned with its ultimate destruction.

Since the tower is set upon an outcropping of similar rock and blends in with the surrounding barren terrain, it has remained erect. About ten years ago it was occupied by a Dunlending warrior from Rhudaur who uses it as a base and observation point. Together with his force of twelve underlings, *Thivur Blaith* has established quiet control of the area immediately around the hill known as Silent-head and now relays information back to Rhudaur. Their occasional sorties against travelers are attributed to thieves like Cormac.

Blaith discovered a small fortune during his exploration of the tower's foundations. While checking the Well-hall, he came across a secret passage which laid beneath the stair, behind a 6' x 3' memorial stone. The opening led to a 7' x 4' corridor which ran back through the foundation and into the hillside. A 7' high, 12' square, rock-lined room was at the end of the corridor, but was blocked by a twenty foot wide pit which blocked the passage. In the room was placed three stone containers, each cut from a single block. They remain there today, and only Blaith and his young girlfriend *Fwen* know of the treasure's existence. The secret complex retains their coveted fortune and has an outlet which runs up through the hill and into a cave on the east side. This escape route probably served the old masters during the rough years of the early fifteenth century.

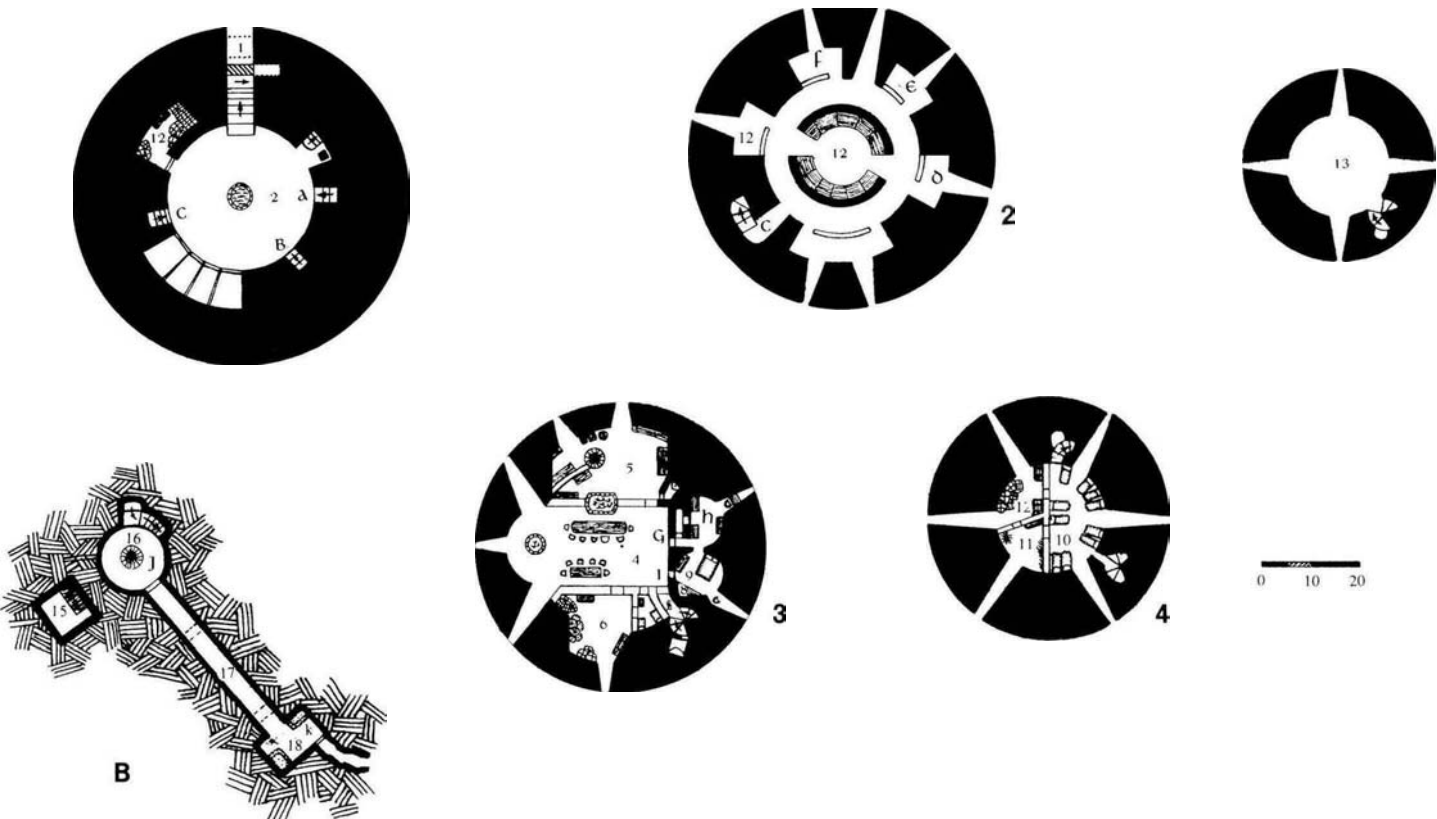
Name/#	Lvl	Hits	AT	DB	Shield	Melee OB	Missile OB
Blaith	6	81	Ch/13	45	Y10	98ha	88sb
Fwen	3	47	No/1	30	Y5	39ha	44sb
Dun. warriors/8	2	30	SL/5	25	Y	46ha	46sp
Dun. scouts /4	2	28	No/1	30	Y	22ha	32sb

Notes: Fwen has Boots of Silence which add +50 to stalking maneuvers. Blaith carries an Axe of Stinging which delivers a Puncture critical in addition to, and of the same severity as, any other. The Puncture comes from a triad of small hollow spikes set in the blade, and they also deliver a dose of the 3rd level poison *Swulf*. The effects of *Swulf* are paralysis in 1-4 limbs for 1-100 days.

BAR-EN-DINDOL

Six foot wide wooden bridge which spans a cleft in the rocky face. A series of switch-backs enable the traveler to wind up the hillside. As one ascends his left is always exposed to the grey-while cliffs which conceal the hold from all but the closest of observers.

- Gateway.** The opening is 8' x 6' and is barred by two iron portculli set ten feet apart. Its two-man watch is always on duty. A reinforced iron and wood door guards the inner hold. Those negotiating the three gates still must go 12' up a gentle stair before reaching the Lower Hall. Here at the base the walls are twenty feet thick.
- Lower Hall.** This is a round hall with a cobbled floor. Thirty feet in diameter, it has a 12' ceiling and houses the stable, some bulk storage, and a cistern. Two stairways lead up opposite walls, while a single 6' x 3' door is set in the south side. **Stair A** leads to barracks. **Stair B** goes up to Great Hall. **Door C** opens onto the Craft-halls.
- Craft-halls.** A smithy dominates the narrow, curving complex. A cooper shop **D**, leather shop **E**, and weaving shop **F** lie along the corridor. Each area has a 7' ceiling.
- Great Hall.** Eating, entertaining, and assembly area. Rude stone tapestries are hung about the walls. Behind the large hunting scene lies a secret passage (**G**) which leads to the Master Chambers. Around fireplace sits near the middle of the rear wall of the 12' high room.
- Kitchen.** The fireplace backs against its companion in the Great Hall. A well hole allows one to draw water from the Well-hall below.
- Staff-halls.** Quarters for the kitchen staff. Two of the warriors prepare the meals and live here.
- Stair.** The crude stone spiral is only 3' wide and is very steep. It winds counterclockwise up to the Watch-hall.
- Hallway.** This 6' x 3' corridor connects barracks with Great Hall.
- Master Chambers.** Blaith and Fwen reside here with their dog *Lagaith*. The poor old pup is blind and nearly immobile, but has keen senses of smell and hearing. It knows footfalls and odors well, and will bark if it senses strangers. She lives in her own little chamber (**H**) which opens on the hall and the bedroom. The Master Chambers are comprised of two 12' diameter rooms, each well appointed and having an 8' ceiling. The door handle (**I**) has a gold ring around it and inside the knob. Those turning the knob will not turn the mechanism; instead, a circular blade will spring forth which is coated with a 4th level dose of the poison *Dunach*. Those who fail to resist will become instantly hysterical and, in 1-10 rounds, will begin choking and coughing. They will be immobilized for 1-10 days thereafter.



10. **Barracks.** Here are ten beds for the warriors and scouts.
11. **Armory.** Now vacant except for a store of twenty +5 spears, a hundred arrows for short bows, four +5 broadswords, a +10 scimitar, two +5 target shields, four normal shields, three suits of rigid leather armor (AT 10), ten handaxes, a +5 lance, fourteen daggers, and a chain shirt (AT 13).
12. **Store Rooms.** Preserved food food adequate for twelve for ten days.
13. **Watch-hall.** An uncovered twenty foot diameter round room that serves as the tower's roof. Here two men always keep vigil.
14. **Lavatories.** Simple refuse pits covered by wooden hoard seats.
15. **Prison.** This 8' x 8' room has a 5' ceiling. Entry is achieved by way of a narrow wooden stair which is covered with an iron trap door. A single 6" slit provides all the light. It can accomodate up to ten prisoners who are set sideways along the walls. They are suspended by manacles set over their torso, around their legs, and around their neck.
16. **Well-hall.** A 40' deep well dominates this 12' circular hall. The hole above it allows men in the kitchen to lower buckets down through the twenty foot ceiling. Within the wall at **J** lies a secret door. One must detect (very hard -20) the aperture behind the 6' x 3' memorial stone.
17. **Pit trap.** This twenty foot wide, thirty foot deep chasm blocks the 7' x 4' corridor. 6' x 2' stones on either side are set to slant toward the pit whenever 100 + lbs are placed upon them. They are set on springs which cast off their burden and return to their normal place. Each is extremely hard (-30) to detect and of medium (-0) difficulty to disarm.
18. **Treasure Hall.** Cut from rough stone, it is 7' x 12' and has a 7' ceiling. Two hollowed stone "crates" (**K**) are set into the floor and hold the treasure.
The Treasure: 250 gp; 35 mp; 945 sp; twenty jewels worth a total of 190 gp; three 10 gp gems; two +3 Mage spell adder quarterstaves; a x3 Animist spell multiplying ring; Boots of Waterwalking; a Cape of Gliding which once a day enables user to glide from any height at a rate of 5' per round at 5 mph, with no fear of landing poorly; and a suit of soft leather armor (AT 6) reinforced with Kraken beak which protects like plate (AT 18).
19. **Escape Passage.** This is a narrow cleft set behind a rotating stone panel in the back of the Treasure Hall. It is hard (-10) to detect. The 2 mile long corridor is rough hewn and but 7' x 3'. The exitway is in a small cave set in the gentler east face of the Silent-head.

7.32 ENCOUNTERS WITH WILD BEASTS

Those dashing about in the wilds of Bree-land will find dangerous fauna relatively rare. Nonetheless, there are hungry beasts, particularly wolves, which have preyed upon the area for centuries.

Around the swampy lowlands within and just beside the *Midgewater Marshes* on Bree-land's eastern border there live two groups of flying insects which are especially dangerous. One, the *Neekerbreeker*, is a constant threat, but gives off a harsh cry which provides fair warning of their presence. They are most evident at dawn or dusk, but enjoy the dark and never shy away from a tasty daylight meal. Fortunately, a stout canvas tent is all that is needed to dissuade them. Even when safe, however, adventurers rarely find comfort hearing the unending "neek-breek, neek-breek."

The larger, rarer *Hummerhorn* is a silent nocturnal hunter which surprises and immobilizes its foes. With their sharp biting pinchers they will reduce a man to bone within hours. Hummerhorns are black and grow to lengths of 9 inches, while the less savage Neekerbreeker is bright red or orange and rarely exceeds 2 inches.

8.0 CHARTS AND TABLES

8.1 HEALING HERBS

NAME	HOME	FORM	PREPARE/APPLY	EFFECT
ALOE	Sheltered gardens	Succulent	Juice/salve	Doubles rate of healing for minor burns and cuts. Heals 5 hits/dose that are result of burns.
ARFANDAS	Shady stream banks	Dried stems	Poultice/cast	Doubles rate of healing for fractures.
ARKASU	Rare import (east)	Herb mix	Salve	Doubles rate of healing for major wounds. Heals 2-12 hits. Antiseptic. Analgesic.
ARLAN	Rich, shady soil	Dried leaves	Poultice	Wild-heals 1-6. Domestic-heals 4-9.
ARLAN'S SLIPPER	Mountain slopes	Dried roots	Boil/inhale	Decongestant.
ARNUMINAS	Warm shelters	Dried leaves	Poultice	Doubles rate of recovery from sprains, pulled ligaments.
ARUNYA	Warm hills	Root extract	Drink	Sleep, unconsciousness.
ATHELAS	Dunedain gardens	Leaves	Boil/drink	Cures black breath, variety of diseases. Triples healing rate for any wound, neutralizes most poisons.
ATTANAR	Shady stream banks	Moss	Poultice	Reduces fever.
BARANIE	Shady spots	Leaves	Drink tea	Reduces nausea.
CULAN	Rare import	Drug mix	Drink tea	Anti-spasmodic, reduces effect from certain poisons.
DARSURION	Rocky slopes	Leaves	Rub on wound	Heals 1-6 hits.
DELREAN	Cool forests	Tree bark	Salve	Insect repellent.
ELBEN'S BASKET	Sunny meadows	Root extract	Drink	Heart stimulant. Doubles speed for 1 rd.
ELENDIL'S SPEAR	Tundra	Ground root	Boil/drink	Slows poison. Purifies water.
GILDARION	Rare import	Herb mix	Salve	Major organ repair.
HARLINDAR	Rare import	Herb mix	Dilute/drink	Assures safe childbirth. Provides nutritional balance.
KELVENTARI	Temperate meadows	Berries	Apply juice	Major burn relief.
LATHA	Cool lake shores	Crushed stem	Boil/drink	Analgesic.
MAIANA	Druggist/herbalists	Herb mix	Dilute/drink	Decongestant.
MARGATH	Druggist/herbalists	Herb mix	Salve	Anaesthetic.
MIRETAR'S CROWN	Cool, high meadows	Flower	Put on wound	Stops bleeding.
NELTHANDON	Rolling hills	Whole plant	Eat any part	Emetic.
NUMENELOS	The white tree	Moss	Put on wound	Nerve regeneration and major organ repair.
RUMARETH	Rare import	Herb mix	Drink	Stops bleeding. Causes drowsiness.
SILRAEN	Sunny soils	Powder	Dilute/drink	Analgesic. Causes sleep.
SINDOLUIN	Fine, sunny soils	Flower	Drink extract	Anti-coagulant.
SURANIE	Stream beds	Dried berry	Inhale	Akin to smelling salts. Stimulant.
TELDALION	Deep forests	Bark	Poultice	Reduces inflammation. Cures infections.
TULAXAR	Rich, cool soils	Leaves	Boil/drink	Stops bleeding.

8.2 NON-PLAYER CHARACTER STAT SUMMARIES

The following chart summarizes the principal NPCs and warriors found in Bree.

NAME	LVL	HITS	AT	DB	SHIELD	MELEE OB	MISSILE OB	GENERAL SKILLS	SUBTERFUGE SKILLS	CHARACTER NOTES
Amthol	4	57	No/1	60	Y	58ma	68lb	42	15	Dunnish ranger.
Blaith	6	81	Ch/13	45	Y	98ha	88sb	31	20	Dunnish warrior.
Braith the Tinker	5	73	RL/11	55	Y	85bs	80cp	45	65	Mannish scout.
Harry Broadleaf	2	32	SL/9	30	Y	46bs	41cp	12	10	Mannish warrior.
Len Broadleaf	4	53	SL/9	35	Y	62bs	48cp	19	28	Mannish scout.
Cormac	7	128	Ch/14al	65	Y	113bs	108cp	37	20	Northman warrior.
Drualphen	2	36	No/1	55	Y	37bs	42cp	32	32	Dunnish bard.
Eowic the Archer	6	91	No/1	65	Y	108bs	128lb	46	30	Mannish warrior.
Fimran	3	62	Ch/13	40	Y	84ha	59sb	28	25	Dunnish warrior.
Fwen	3	42	No/1	30	Y	39ha	44sb	17	10	Dunnish warrior.
E. Heathertoos	9	145	Ch/14al	60	Y	123bs	118cp	28	35	Mannish warrior.
Eff. Heathertoos	3	28	No/1	10	N	15da	5cp	13	10	Mannish animist.
M. Heathertoos	3	51	Ch/15al	50	Y	64bs	59cp	23	20	Mannish warrior.
R. Heathertoos	5	82	RL/101	50	Y	100bs	85cp	25	20	Mannish warrior.
Helvorn	8	142	Ch/15al	70	Y	108bs	96cp	68	50	Dunedain ranger.
Hiraew	9	61	No/2	30	Y	35da	35hc	25	25	Dunedain mage.
Meneldir	13	190	Ch/15al	75	Y	158bs	143lb	63	40	Dunedain warrior.
C. Tunnelly	3	71	Ch/13	70	Y	89ss	84sb	43	40	Hobbit warrior.
Vagibreg	2	51	No/1	45	Y	27ha	32cp	17	10	Dunnish scout.
Bandit	2	40	RL/9	30	Y	46ss	46cp	22	10	Mannish warrior.
Bandit	3	50	Ch/13	40	Y	64bs	64lb	33	20	Mannish warrior.
Bandit	4	60	Ch/13	45	Y	77bs	77lb	39	25	Mannish warrior.
Dunnish Warriors	2	45	S1/5	25	Y	46ha	36sp	12	5	Dunnish warrior.
Dunnish Scouts	2	38	No/1	30	Y	22ha	32sb	17	19	Dunnish scout.
Guardzman	2	35	Ch/13	50	Y	56bs	41cp	27	0	Mannish warrior.
Guardzman	3	45	Ch/13	50	Y	74bs	54cp	38	5	Mannish warrior.
Guardzman	4	55	Ch/14al	60	Y	86bs	76cp	49	10	Mannish warrior.
Guardzman	5	65	Ch/14al	60	Y	99bs	89cp	55	15	Mannish warrior.
Guardzman	6	55	Ch/13	65	Y	86bs	76cp	61	42	Mannish scout.
Hobbit Scout	2	46	No/1	50	Y	22ss	42sb	22	44	Hobbit scout.

CODES AND COMMENTS

- a) Shields equal to 20 or 25 of DB. An * means armor is magical or specially made.
- b) Note defensive bonuses include stats, and shield. Shield references include quality bonus (e.g. "Y5" means "yes, a +5 shield"). See section 1.3 for explanation of stat. adds, armor types, spells, and other bonuses. Combatants untrained in a type of weaponry (e.g. orcs untrained in missile combat) suffer a penalty of -25 when attacking. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.
- c) Weapon abbreviations follow OBs: ss—short sword, bs—broadsword, sc—scimitar, th—two hand sword, ma—mace, ha—hand axe, wh—war hammer, ba—battle axe, wm—war mattock, cl—club, qs—quarter staff, da—dagger, sp—spear, ml—mounted lance, ja—javelin, pa—pole arm, sl—sling, cp—composite bow, sb—short or horse bow, lb—long bow, lcb—light cross bow, hcb—heavy crossbow, bo—bola, ts—throwing star. Animal attacks are abbreviated using code from "beast chart" (see Chart 8.3 below)
- d) Unless otherwise stated, items and weapons with a bonus (e.g. a + 10 broadsword) are superior but non-magic.
- e) The numbers and letters after the Armor Type listed determine the characters exact armor coverage. The number applies to the pertinent **ROLEMASTER** armor class, while the letters determine whether the character is wearing arm greaves (a) or leg greaves (l) under the **MERP** system.

8.3 WILD BEASTS

Type	Level	#	Sz/Sd	Hits	AT	DB	Primary	Secondary	Other	Crit.
Black Bear	4	1-5	m/f	90-160	SL/8	10	LGr60+	LCl65	LBa60	Norm
Hummerhorns	5	2-50	m/vf	25	RL/17	15	MBi40	—	—	Norm
Neekerbreakers	2	10-100	s/vf	3	RL/18	30	SPi10	—	—	Norm
Stone Troll	10	1-5	l/s	175	RL/11	20	HBa120	LCr120	W140	
Large Wolf	3	2-20	m/vf	80-110	No/3	30	LBi60	—	—	Norm

CODES: Sz/Sd = Size and Speed respectively; 1st symbol: s—small, m—medium, l—large, vl—very large, h—huge; 2nd symbol: s—slow, m—medium, f—fast, vf—very fast.

Attack Modes and OBs = 1st letter: T—tiny, S—small, M—medium, L—large, H—huge; 2nd letters: Ba—bash, Bi—bite, Cl—claw, Cr—crush, Gr—grapple, Pi—beak or pincher, Tt—tiny teeth; H—horn or tusk; TS—trample/stomp; St—stinger. Number equals offensive bonus using given attack mode. Categories reflect probability beast will use given mode; e.g. "primary" most probable, "other" least likely; "both" attacks are made only where a successful primary attack occurred in the preceding round.

Crit Table = Type of table used when critical strike is to be resolved against the creature. Normal table is that used for man-sized creatures and beasts of like vulnerability; large and super large creature critical tables reflect increased protection.

*Wights can only be damaged by enchanted or magic weapons; 100bs means + 100 OB with broadsword.

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9.0 SELECTED READING

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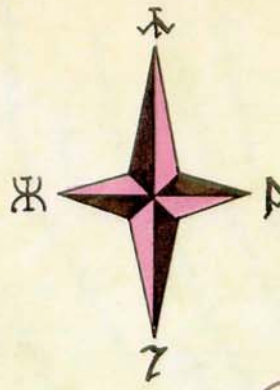
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Footnote: "Rules for the Fair," section 3.21, is based on material derived from *Lost Country Life*, pp 311-312, by Dorothy Hartley, Pantheon Books, New York, 1979.



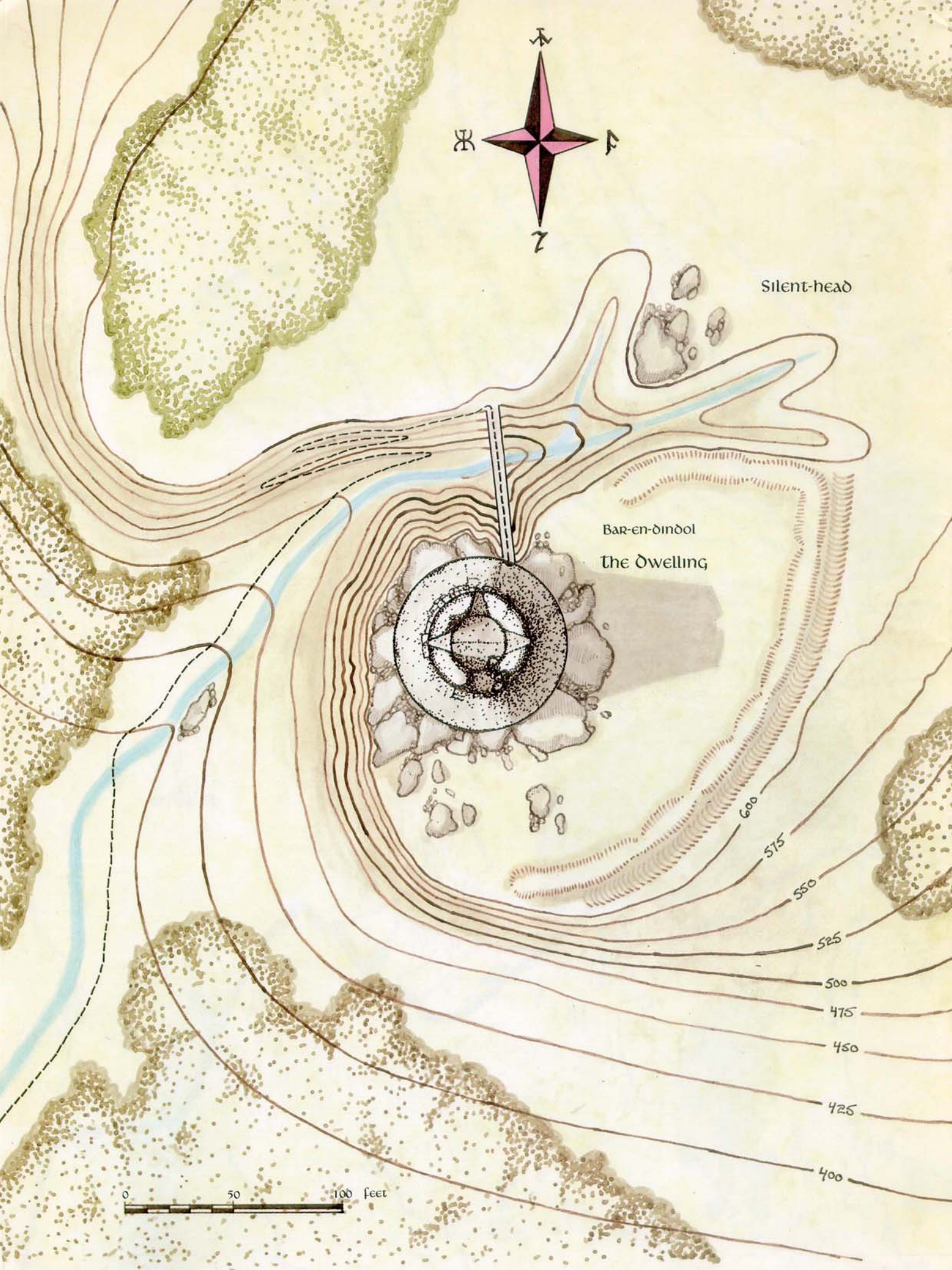


Silent-head

Bar-en-dindol

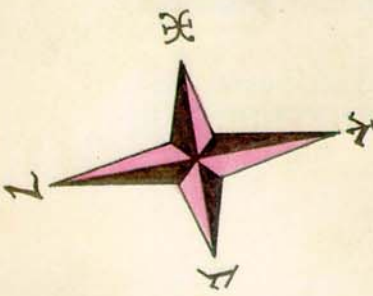
The Dwelling

0 50 100 feet





Central Bree



0 100 200 feet

Great East Road

Dike
fortified hedge

Bree-hill

Oakwood

Cistern

Ivy

Greenbush

Blackthorn

Blackroot

Goatleaf

Dewberry

Coolwort

Blacksmith

The King's Rest Inn

Cistern

Carpenter

Weaver

Greenbale

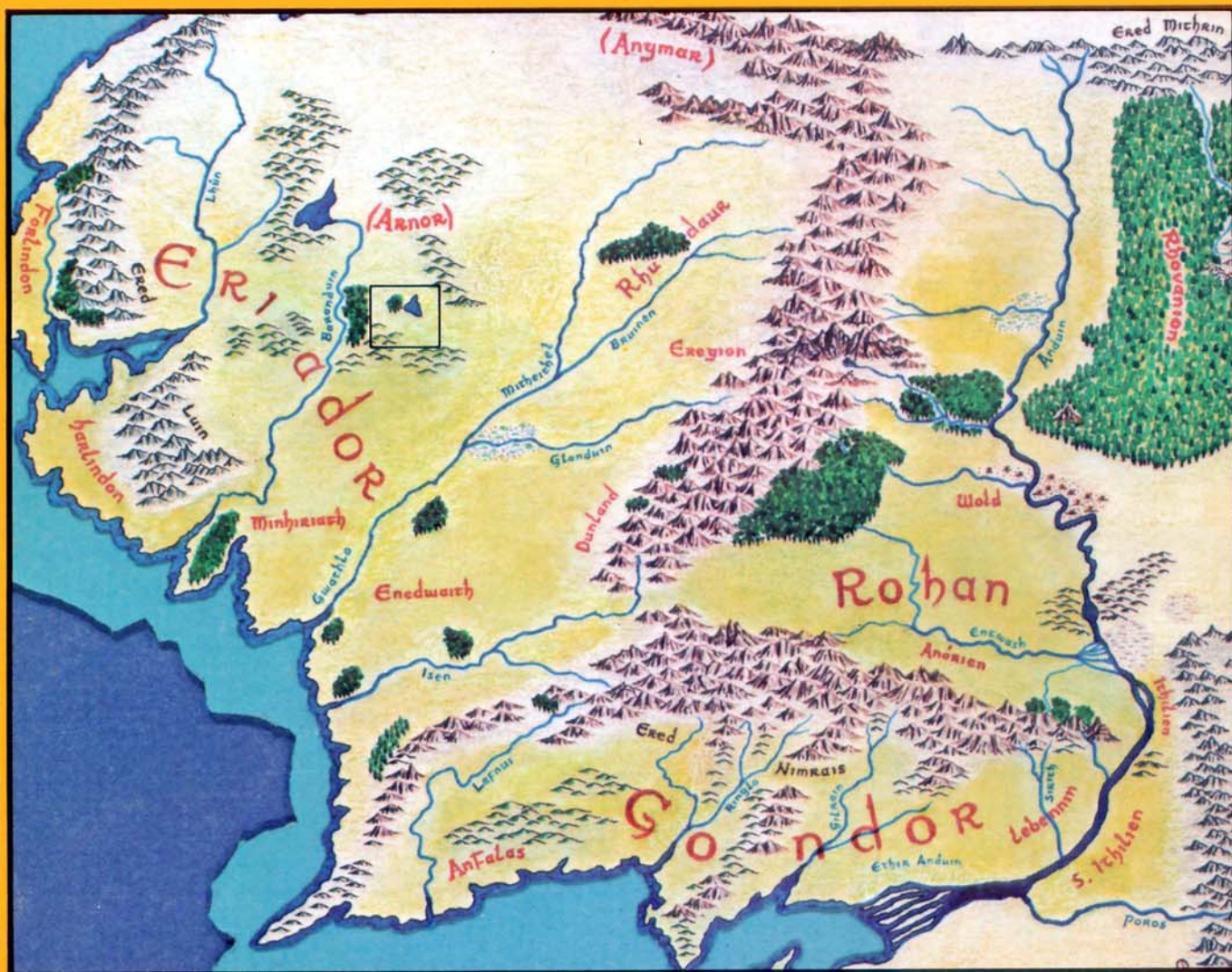
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